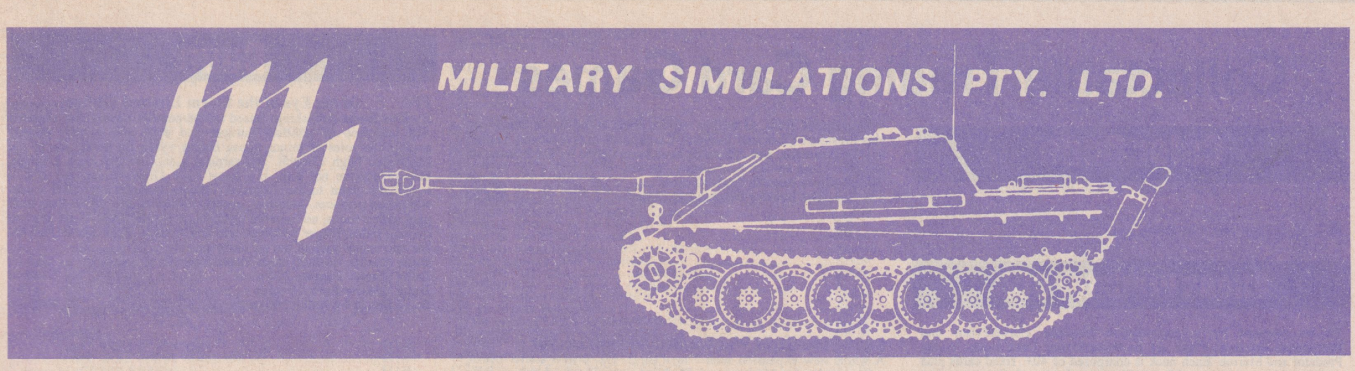


MAIL ORDER CATALOG

Summer 1998 - 1999

MILITARY SIMULATIONS

134 Cochranes Rd, Moorabbin
PO Box 1164 Moorabbin Vic 3189
Phone 03 9555 8886 Fax 03 9553 3339
Email Address: sales@milsims.com.au
NEW Web Site: www.milsims.com.au

CATALOG CONTENTS

Trading Card Games 2
- Babylon 5 CCG 2
- Legend of the Five Rings 2
- Magic the Gathering 3

Roleplaying Games 5
- Alternity 6
- The Babylon Project 6
- Call of Cthulhu 6
- AD&D 8
- AD&D Forgotten Realms 10
- AD&D Dragonlance 12
- Heavy Gear 14
- Legend of the Five Rings 15
- Mage 16
- Mechwarrior 16
- Mutant Chronicles 17
- Providence 18
- Rifts 18
- Rolemaster 19
- ShadowRun 19
- Star Wars 20
- Trinity 21
- Vampire: the Masquerade 21
- Werewolf: the Apocalypse 23

Computer Games 24
Mail Order Form 31
Magazine & New Item Subscriptions 32
Crazy Specials 33
Historical Reference Books 35
Babylon 5 and Star Trek Videos! 36
Wargames 38
- Ancient Era 38
- Napoleonic Era 38
- American Civil War 39
- World War Two 40
- Advanced Squad Leader 40
- Critical Hit (ASL) 40
- Western Front 41
- Eastern Front 41
- Post World War Two 42

Science Fiction Boardgames 42
- BattleTech 42
- Babylon 5 Component Board Game 43

Fantasy Boardgames 44
K & M Model Trees 45
Scenery For Miniatures 46
- Armorcast's Terraform 46
- Geo-Hex 46
- Grendel 47
- Twenty First Century Games 47

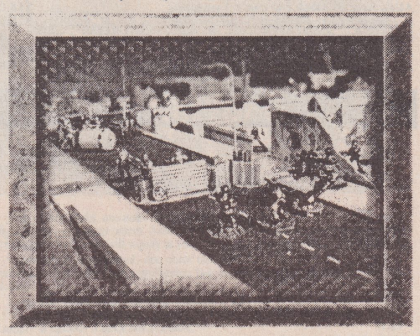
Miniatures & Miniatures' Rules 48
- Ancients & Renaissance (DBM) 48
- DBF (Fantasy DBM expansion) 48
- 18th & 19th Century 49
- 19th Century USA 50
- World War 2 & Modern 50
- Fantasy 51
- Blood Bowl 51
- Chronopia 51
- Clan War 52
- Ral Partha 53
- Reaper Miniatures 55
- Thunderbolt Mountain 56
- Warhammer Fantasy 57
- Science Fiction 59
- Babylon 5 Wars 59
- BattleTech 59
- Epic Warhammer 40,000 60
- Necromunda 61
- Star Blazers 62
- Warhammer 40,000 62

Paints & Accessories, Dice 63

Prices in this catalog are subject to change without prior notice.

COMBAT ZONE by Paladin Publishing — Normal Retail $85.00 — Now $55.00

A beautifully presented miniatures game produced in the UK. This is a fast and deadly, action packed miniatures game in a future world of corrupt corporations and crazed street gangs. It is kill or be killed in this urban chaos, so shoot first and ask questions later. You are the all action hero leading your men and women into a hail of bullets, and blood curdling close combat. Choose to be a corrupt corporate lead by greed and profit, or a street gang protecting the squalid little patch of earh you call home. Contains thirty (30) exaggerated hard-plastic 25mm figures (about 30mm high), which come with slotta bases. The arms with weapons, torsos with heads and backpacks are all interchangeable. The figures are five (5) Robots which are from 35mm – 50mm high, which double perfectly for *BattleTech*-style mechs, ten Corporate soldiers and fifteen street gangers, six being females and nine being males. Also has two sheets of ruined building corners and walls. Rules are easy to follow and simulate skirmish level action between squads. Each model can perform a number of different actions per turn. Shooting and combat takes into account four types of armor, different grades of cover, seventeen types of weapons, etc. All troop types and weapons are given point values, and a mini campaign with several scenarios is included.



GORKAMORKA by Games Workshop — Normal Retail $120.00 — Now $60.00

A big boxed game from Games Workshop. Across a barren landscape, mobs of savage Ork warriors battle for supremacy and scap. Fame and fortune are gained in a hail of bullets and the roar of crude vehicles in a world where there is no mercy. *Gorkamorka* puts you in the driving seat of a bloodthirsty mob of Orks fighting for power and glory in these highly unorthodox car races! Don't just try to drive faster than the opponent, try blowing him up or shooting up the crew first! This box contains two forces with enoughorks and vehicle models to start fighting games straight away! The game rules cover everything you need to know about how to move and fight, scenarios, rules for warriors gaining experience and learning new skills as well as kustomisin' your weaponry and fighting machines. One of the great attractions of the game is that the plastic vehicles and figures are perfect for Warhammer 40,000 3rd Edition Orks, which are *much* tougher than under the previous edition! The set includes 2 ork Wartraks, 2 4-wheel trukks, 12 ork Boyz, rulebook, sourcebook, large ork building, mining shaft, range rulers, blast markers, templates, counters, tank-traps, dice, etc!

DIGGANOB Also available is the boxed expansion. This mayhem packed supplement contains splendid card models of mutie tents, crashed spaceship wreckage, and a 96 page rulebook with three new mobs. The card models are great props for your mobs to fight around. There are three new scenarios plus special characters. **$37.00**

If you buy both *Gorkamorka* and *Digganob*, pay only $90.00!

24 Years of Service

Military Simulations was established in 1974 and has been efficiently and reliably servicing gamers throughout Australia ever since. Orders are processed and shipped within 24 hours, except Eureka orders, which may take 1-2 weeks. Items out of stock at the time of ordering will be placed on back-order and sent to the customer as soon as it is available again - at no extra cost for postage.

The Show Room

Our well stocked showroom includes over 1,200 miniatures on display plus a huge range of wargames and roleplaying material. Customers are welcome to visit us, & gaming club members are entitled to a discount (with proof of membership). The showroom is open from 9.00am to 4.30pm Monday to Friday, and from 9.30am to 1.00pm on the first and third Saturdays of each month.

Gift Vouchers

We now offer Gift Vouchers. Just send us the money to the value of the voucher that you require, and we will send back the voucher to you.

Mil Sims End-Year Warehouse Sale

We are having our grand mid-year warehouse sale on Saturday, Dec 12th, from 8.30am - 12.00pm. Address is 14/136 Cochranes Road, Moorabbin. It's in the warehouse behind Mil Sims.

Credit Card Phone Orders Welcome

- ☎ Ring us between 8.30am and 4.30pm any weekday, tell us what you would like to order, and we'll tell you right there and then if it is in stock.
- ☎ If it is, quote your Bankcard/Mastercard/VISAcard number and we'll get your order off to you in 24 hours.

Ansett Express Delivery

If you pay extra to have your order sent via Ansett Express, orders to major cities will be delivered on the next working day. Delivery to country locations usually takes two working days. The charge is an extra $5.00 for each $120 value of that order. Cannot be delivered to PO Boxes or Mail Service addresses. All other orders will continue to be sent via our usual prompt courier or postal service.

Enquiries

Our phone service operates from 8.30am to 4.30pm Monday to Friday. Queries regarding new releases, prices, stock availability, or order status are welcome.

Second Hand Games

Tired of those un-used games lying around the house? Take advantage of our second hand service. Send us a list or bring them into the showroom, and our staff will make you a reasonable offer for any title *we are interested in*. We will give you credit vouchers or stock to the value that we offer for the item/s.

Collectable Trading Card Games

Color Code

■ New Item Now Available and in Stock

■ New Item Not Yet Released

Aliens Predator CCG

To be released by a co-operation between HarperPrism and Precedence Printing. There are be three Starter Deck types: Alien, Predator and Marine. Each deck is composed of 40+ fixed cards plus additional Uncommons and Rares. You can play any deck type against any other type. At the beginning of each game a scenario is chosen and each deck type has different goals. Predator's goal is to collect trophies...and the more equipment he starts with, the more trophies he has to win. The Aliens start the weakest and with very limited numbers...their goal is to infect hosts and grow and consume everyone. The Marine's goals include rescuing civilians, and exterminating hostile alien lifeforms. Terrain cards create customised battlefields. Initial scenarios are set on a starship and at an outpost. Strictly limited stocks at these prices.

Alien Starter Deck (60 cards + rules).....$18.00
Predator Starter Deck (60 cards + rules).....$18.00
Marine Starter Deck (60 cards + rules).....$18.00
AliensPredator Booster Pack (15 cards).....$6.00
AliensPredator Booster Display (540 cards).....$190.00

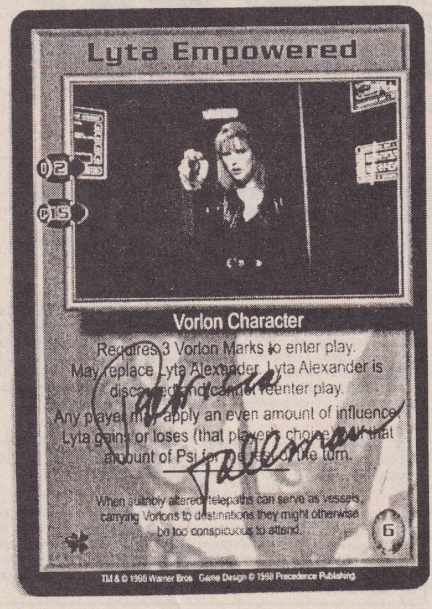
Babylon 5

PRE **Narn Vs Centauri 2 Player Set**
Has a 24 page introductory rule book with big text, two 50 card game decks, being Narn and Centauri, play mat, and one booster pack. The Narn are a reptilian race easily provoked to battle. The Centauri are a decadent people who rely on intrigue & underhanded politics.....$35.00

PRE **Minbar Vs Earth 2 Player Set**
Has a 24 page introductory rule book with big text, two 50 card game decks, being Minbar and Earth, play mat, and one booster pack. The Minbari are a highly spiritual races with superior military technology. Humans are newcomers to the galactic stage, yet already they occupy a central place in galactic politics.....$35.00

PRE **Babylon 5 Premier (Limited) Edition**
By Precedence, based on the very popular syndicated TV series. Each of the four primary races, Narn, Centauri, Human and Minbari are represented by different Starter Decks. They come with 50 fixed cards and 10 random ones, to ensure great play out-of-the box. There are 24 booster packs to a booster display and the set consists of over 440 cards. To play, choose any point of view in the B5 universe and then create your own victory conditions via Agenda cards. For example, a player might choose an Agenda called *The Glory of the Old Republic*, which would emphasize scoring by increasing the dominance of the Centauri in the universe. Characters can also have personal Agendas which accelerate a player towards victory. For example, Sheridan would like to know what happened to his wife. In essence, B5 is a multi-level game involving politics, intrigue, and ship to ship combat. The unique gameplay faithfully recreates the series, emphasis is on politics, not on combat. And each race has a tension marker with each other race, and before you can go to war with someone, you need to increase the tension level through a number of minor aggressive events. Cards look great, too. I collected almost the whole set.
Babylon 5 Premier Starter Deck 60 cards, rules, dice.....$17.00
You can choose either Centauri, Earthforce, Minbari, or Narn.
Babylon 5 Starter Display 720 cards.....$183.00
Babylon 5 Booster Pack 8 cards.....$3.75
Babylon 5 Booster Display 192 cards.....$81.00

Limited *Shadows* Offer
For a limited time only, if you order three (3) displays of *The Shadows Boosters* for $243.00, you will receive one signed 'Lyta Empowered' card, signed by Patricia Tallman herself, of course. These cards are extremely rare and very valuable.


Lyta Empowered
Vorlon Character
Requires 3 Vorlon Marks to enter play.
May replace Lyta Alexander. Lyta Alexander is discarded and cannot reenter play.
Any player may apply an even amount of influence Lyta gains or loses (that players choice) of that amount of Psi for that turn.
When suitably altered telepaths can serve as vessels, carrying Vorlons to destinations they might otherwise be too conspicuous to attend.
TM & © 1998 Warner Bros. Game Design © 1998 Precedence Publishing

PRE **The Shadows Limited Edition**
Focuses on the second half of year 2 and all of year 3. Includes cards that represent the awesome destructive capability of Shadow and Vorlon capital ships, as well as various ships in the White Star Fleet. Has President Clark and Emperor Cartagia. A darker Londo Mollari will be presented, and 200 cards have been signed by Ed Wasser, ie, Morden. There are 200 new cards in the set.
The Shadows Booster Pack 12 cards.....$4.95
The Shadows Booster Display 216 cards.....$81.00

PRE **Babylon 5 Deluxe Edition Boosters** *Due Oct '98*
We still have limited stocks of Limited Boosters in stock, but these Deluxe Ed Boosters are the "unlimited" boosters. These cards have fully revised and improved versions of the Premier Edition. Some cards signed by Peter Jurasik. Artwork has also been enhanced.
Babylon 5 Deluxe Booster Pack 8 cards.....$4.00
Babylon 5 Deluxe Booster Display 192 cards.....$85.00

PRE **The Great War Limited Edition** *Due Nov*
A whole new expansion with ? new cards. Has 2 new starter decks, new agendas for Vorlons and Shadows, etc. The rulebook is fully revised and the Starter Decks have Mark counters.
Non-aligned Starter Deck 60 cards, rules, markers.....$18.00
The Non-Aligned Worlds deck caters to playing any of the Non-aligned Worlds during the great war. You control all the Non-aligned Worlds as though they were one empire.
Opposing Factions Deck 60 cards, rules, markers.....$18.00
Provides all the cards necessary to retrofit any of the original 4 starter decks so that they can be played from the perspective of a homeworld based faction who are opposed to the aims of the ambassadors on B5. Eg, President Clark, Lord Reefa, etc.
Great War Starter Display 360 cards.....$95.00
The Great War Booster Pack 10 cards.....$5.00
The Great War Booster Display 200 cards.....$90.00

PRE **The Official Guide to the Babylon 5 Collectable Card Game**
200+ pages, illustrated with full color plates. Strategy tips, annotated rules, clarifications, text of all cards through to the Shadows.....$40.00

BattleTech

WIZ **BattleTech Command's Edition**
Based on FASA's BattleTech boardgame, this trading card game roars to life with armored combat set in the 31st century. Cards feature individual BattleMechs, stars of armored infantry, regular infantry companies, legendary characters, etc! This new edition introduces players' favorite factions from the BattleTech universe in eight preconstructed decks. Factions include Steiner, Kurita, Davion, and Comstar for the Innerspheres, and the Smoke Jaguar, Ghost Bear, Wolf and Jade Falcon Clans. Each faction has its own strategy card only found in its deck. Includes cards from Unlimited Edition, Counterstrike, Mercenaries and Mechwarrior. There are over 300 cards in the set.
BattleTech Commander's Starter Deck 60 cards, rules, dice..$16.00
You can specify which deck you want, but if we've run out of one, we will supply one at random.
BattleTech Commander's Starter Display 480 cards.....$115.00
BattleTech Commander's Booster Pack 15 cards.....$4.50
BattleTech Commander's Booster Display 540 cards.....$150.00

Counterstrike Booster Pack 15 cards.....$2.75
Counterstrike Booster Display 540 cards.....$85.00
New Mechs and legendary personalities to the battlefield. Players can include the abilities of the universe's most powerful warriors, such as Adam Steiner and Ulrich Kerensky, and mechs such as Daishi Prime.
Mercenaries Booster Pack 15 cards.....$5.00
Mercenaries Booster Display 540 cards.....$162.00
The second expansion to *BattleTech* brings Mercenaries to the game.
Mechwarrior Booster Pack 15 cards.....$5.00
Mechwarrior Booster Display 540 cards.....$162.00
Mighty new mechs including Naginata and Pirahna, new mission and command cards, famous mechwarriors, 100 new cards. Great art.
Arsenal Booster Pack 15 cards.....$5.00
Arsenal Booster Display 540 cards.....$162.00
Introducing non-Mech ground troops, such as elementals, attack helicopters, tanks, hovercraft. New mechs, new mission cards, etc.
Crusade Booster Pack 15 cards.....$5.25
Crusade Booster Display 540 cards.....$170.00
The Innersphere sets its sights on the Smoke Jaguar clan. Features new mechs, new personalities, and pivotal events from the storyline.
Payback Booster Pack 15 cards *Due Nov*.....$5.25
Payback Booster Display 540 cards *Due Nov*.....$170.00
Picks up where *Crusade* left off, concluding the storyline from FASA's *Twilight of the Clans* novel series. Expect more mechs and other new cards, approx 100 new cards.

Deadlands: Doomtown

FIV **Deadlands: Doomtown**
Based on PEG's popular roleplaying game. Players form outfits to seize control of Gammora, a wild, mostly lawless boomtown, that is booming in response to the discovery of a mother-load of ghost rock near by. You'll be working with hucksters, gunslingers, saloon girls, lawmen, villains, undead, and supernatural surprises. But others are attempting to control the town too! The first part has around 120 new cards.
Deadlands: Doomtown 1&2 Starter Deck 60 cards, rules.....$15.95
Deadlands: Doomtown 1&2 Booster Pack 15 cards.....$5.25
Deadlands: Doomtown 1&2 Combo Display 6 strs, 24 bstrs $199.00
Deadlands: Doomtown 1&2 Booster Display 720 cards.....$226.00

Deadlands: Doomtown # 3 Starter Deck 60 cards, rules.....$15.95
The Sweetrock Mining Co - they were already in Gomorra before the mother lode hit, and have got their claws in everything. Most of the big claimsand plenty of the town's businesses are theirs too. 60 new cards to collect in this third episode.
Deadlands: Doomtown # 3 Booster Pack 15 cards.....$5.25
Deadlands: Doomtown # 3 Combo Display 6 strs, 24 bstrs...$199.00

Deadlands: Doomtown # 4 Starter Deck 60 cards, rules.....$15.95
The Whateleys - The Whateley family showed up in the dead o'night and promptly started scarin' the pants outta the whole town. They got huckster powers likeyou've never seen. 60 new cards.
Deadlands: Doomtown # 4 Booster Pack 15 cards.....$5.25
Deadlands: Doomtown # 4 Combo Display 6 strs, 24 bstrs...$199.00

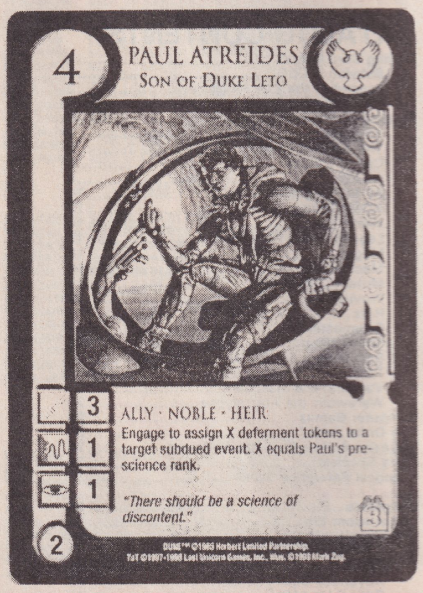
Deadlands: Doomtown # 5 Starter Deck 60 cards, rules.....$15.95
The Sioux Union - they come from a dozen different Indian tribes, scattered all across the Weird West. They follow a vision of doom and redemption, prophesied by Joseph Eyes-Like-Rain. And there is something hiding in Doomtown's shadows, but they are not scared of it. 60 new cards to collect in this fifth episode.
Deadlands: Doomtown # 5 Booster Pack 15 cards.....$5.25
Deadlands: Doomtown # 5 Combo Display 6 strs, 24 bstrs...$199.00

Dune

FIV **Dune: Eye of the Storm Limited Edition**
By Five Rings Publishing. Based on the popular novels. Set amidst a rich backdrop of political intrigue and economic rivalry, players assume the roles of minor house nobles vying for admission to the Landsraad High Council. By earning a seat on the High Council, players acquire not only the status of a Great House, but also a hereditary claim to the Imperial Throne. Includes over 300 cards, which are personas, holdings, events, resources and plans. You each play with 2 decks, an Imperial Deck and a House Deck. There are two playing fields, Player's Homeworld and Arrakis. Each Starter Display has two copies each of the six basic houses.
Dune Starter Deck 60 cards, rules, dice.....$15.00
Dune Starter Display 720 cards.....$160.00
Dune Booster Pack 15 cards.....$4.50
Dune Booster Display 540 cards.....$145.00

FIV **Dune: Judge of the Change**
Set in a galaxy-spanning far future empire dominated by noble families, secret societies, and intractable trade guilds, this game thrusts players into a maelstrom of shifting alliances and hidden agendas for wealth, status, and a set on the Landsraad High Council.
Dune: Judge Chapter 1 Starter Deck 60 cards, rules, dice.....$15.00
Spice Miners Guild. The men who mine the spice, a deadly operation due to the sand worms. But the profits are beyond imagination.
Dune: Judge Chapter 1 Booster Pack 15 cards.....$5.00
Dune: Judge Chapter 1 Combo Display 720 cards.....$190.00
Dune: Judge Chapter 2 Starter Deck 60 cards, rules, dice...$16.00
Water Sellers Union. Water is life. By this maxim all Arrakis lives or dies. All factions come to this Union for their survival.
Dune: Judge Chapter 2 Booster Deck 15 cards.....$5.50
Dune: Judge Chapter 2 Combo Display 720 cards.....$205.00
Dune: Judge Chapter 3 Starter Deck 60 cards, rules, dice.....$16.00
Smugglers. Outlaws, whose lives are fraught with peril. But with great risk comes great reward. Water. Coffee. Liquor. Spice.
Dune: Judge Chapter 3 Booster Pack 15 cards.....$5.50
Dune: Judge Chapter 3 Combo Display 720 cards.....$200.00

FIV **Dune: Thunder at Twilight**
Twilight in Arrakeen brings an hour of foreboding, an uneasy interlude charged by the impending fury of the storm. With Baron Harkonnen bent on revenge, artillery shells are sure to rain down soon.
Dune: Thunder Chapter 1 Starter Deck 60 cards, rules, dice.$16.00
Atreides. This house stands alone on Arrakis. It is beset on all sides by foes who seek to destroy it with politics, assassins, or war.
Dune: Thunder Chapter 1 Booster Pack 15 cards.....$5.50
Dune: Thunder Chapter 1 Combo Display 720 cards.....$200.00


4
PAUL ATREIDES
SON OF DUKE LETO
3
ALLY · NOBLE · HEIR
Engage to assign X deferment tokens to a target subdued event. X equals Paul's pre-science rank.
1
1
"There should be a science of discontent."
2
3
DUNE™ ©1965 Herbert Limited Partnership.
TcG ©1997-1998 Last Unicorn Games, Inc. Illus. ©1998 Mark Zug.

Hercules

WIZ **Hercules: the Legendary Journeys**
You assume the role of a warrior king or queen. Battling with other monarchs over the ancient lands, you command characters and use amazing actions to outwit your opponents and drive them from the battlefield. There are 180 cards in the set.
Hercules Starter Deck 45 cards, rules, dice.....$11.00
There are six types of Starter Decks: **Infiltrator** Sabotage your opponent's game with the aid of divine intervention and stealthy hunters. **Raiding Party** Attack with your warriors and beat down defenses. Then send in your hunters to finish the job. **Hit and Run** Harries your opponents with deadly archers and fast attackers while you stand behind fortified walls. **Fearless Band** Armed with fast attackers and crafty evasion tactics, you'll maneuver around defenses and sack the enemy. **Arrows & Antics** Loaded with fast attackers and persistant archers. **Art of War** Elevate your game with deadly warriors and cards designed to disable defenses. If we do not have the deck you order, we will substitute it with another one at random.
Hercules Starter Display 18 decks.....$178.00
Hercules Booster Pack 12 cards.....$4.50
Hercules Booster Display 540 cards.....$180.00

Legend of the Five Rings

FIV **Battle Of Beiden Pass**
Now sold out around the world. We have limited stocks only. The complete entry point into the excellent *Legend of the Five Rings* trading card game, set in medieval Japan, the day of samurai and ninja. This boxed set contains two ready to play starter decks, two Clan Strongholds, a step-by-step basic training guide to teach you the rules, and the complete large format rules. The game is about two mighty samurai armies clashing at the crossroads of the Emerald Empire, featuring combat, politics and intrigue. These black bordered cards feature stunning art.....$65.00

FIV **Imperial Edition**
The first release, now extremely rare and collectable, and costs a small fortune.

Imperial Starter Deck 60 cards.....$135.00
Every Deck has an ancestral sword in it.
Imperial Starter Display 720 cards.....$1500.00
Imperial Booster Packs 15 cards.....$23.00
Imperial Booster Display 540cards.....$800.00

FIV Legend of the Five Rings: Emerald Edition

Becoming a very popular game, with absolutely stunning artwork, set in medieval Japan, with Japanese mythology. An ancient Empire is crumbling as its ruler battles with a mysterious wasting disease. Six clans, the traditional defenders of the Empire, have each announced their rightfull claim to an empty Emeral Throne. Many months have passed sicne the War for the Throne began. The once green and pleasant fields of Rokugan are now crimson from the blood of fallen samurai and burned black by the sorcerous fires of the magic wielding shugenja. While some Clans struggle to support the dying Emperor, others plan to overthrow him through treachery. And somewhere in the Empire, an ancient evil waits to be reborn, and prepares a revenge so diabolical that it may mean the destructions of the whole Emerald Empire. There are two decks each of six different Clans in each Starter Display.

Legend of 5 Rings Emerald Starter Decks 60 cards + rules

❍ **Lion Clan Deck** The Lion army under the leadership of Matsu Tsuke continues its relentless attack upon the Crane Clan. Proud and honorable, the flowing manes of the Lion samurai warn their enemies of their ferocity in battle.....$20.00

❍ **Crane Clan Deck** With only an army of Phoenix samurai defending Doji Palace, all seems lost for this Clan, yet they still control the political movements within Rokugan. But they also have allies: a small army of ronin and the Phoenix Clan.....$15.00

❍ **Unicorn Clan Deck** The Unicorn have continued to hold Beiden Pass, preventing any and all armies from moving through the crossroads of the Empire. Strong in magic and possessing the best Samurai cavalry in the Empire.....$20.00

❍ **Dragon Clan Deck** Myterious and secretive, these warrior wizards are known for their shaved heads and tattooed bodies. Their armies fight under the ronin Toturi, although now masterless, the best general in the Empire.....$15.00

❍ **Crab Clan Deck** These master warriors consider victory more important than honor. An army of Shadowlands creatures and madmen are waiting in the hills to the north for Crab's great leader, Hida Kisada, to advance together upon the ronin Toturi, leading the Dragon Clan's army.....$15.00

❍ **Phoenix Clan Deck** The masters of elemental magics. Their powerful sorcery compensates for weakness in battle. They have discovered powerful forbidden magic, but it is corrupting their masters one by one.....$15.00

Legend of 5 Rings Emerald Starter Display 720 cards.....$155.00
Legend of 5 Rings Emerald Booster Packs 15 cards.....$4.00
Legend of 5 Rings Emerald Booster Display 540cards.....$129.00
There are over 300 different cards in the Emerald Edition. Our stocks of Emerald Edition are definitely limited.

FIV Legend of the Five Rings: Obsidian Edition

Basically a revamped and updated version of *Emerald* Edition. Each Starter Deck contains two decks each of the six primary clans, but each Starter Deck contains a 60-card starter deck, a free 11-card Forbidden Knowledge booster pack, 20 color-coded glass stones, collector's checklist for your clan, and expanded rulebook.

Legend of 5 Rings Obsidian Starter Decks contains as above

❍ **Lion Clan Deck** See description under Emerald Ed.....$14.00
❍ **Crane Clan Deck** See description under Emerald Ed.....$14.00
❍ **Unicorn Clan Deck** See description under Emerald Ed.....$14.00
❍ **Dragon Clan Deck** See description under Emerald Ed.....$14.00
❍ **Crab Clan Deck** See description under Emerald Ed.....$14.00
❍ **Phoenix Clan Deck** See description under Emerald Ed.....$14.00
Legend of 5 Rings Obsidian Starter Display 720 cards.....$151.00
Legend of 5 Rings Obsidian Booster Packs 15 cards.....$3.75
Legend of 5 Rings Obsidian Booster Display 540cards.....$121.00
There are over 300 different cards in the Obsidian Edition.

FIV Legend of the Five Rings: Jade Edition

Basically a revamped and updated version of *Obsidian* Edition. Following the events of the Day of Thunder, the Great Clans must adjust to an Empire with Toturi on the throne. The Mantis Clan, lead by Yoritomo has been granted Great Clan status, the fate of the Scorpion Clan is in doubt, and the Phoenix Clan has retreated into the Shadows. Has old and new cards, 300 cards in the set. Has twelve different decks - but when you order, give many 2nd choices in case your 1st choice is sold out, because we will supply any deck at random if the deck/s you have ordered have sold out.

Jade Edition Starter Deck.....$17.00
Each deck has 60 cards, a free booster pack, Clan Tokens, & rules. The twelve types of decks are: Phoenix Clan, Unicorn Clan, Lion Clan ($20), Dragon Clan, Crab Clan, Crane Clan, Mantis Clan, Brotherhood of Shinsei, Toturi's Army, Shadowlands, Naga, & Scorpion Clan ($20).
Jade Edition Starter Display 720 cards.....$183.00
Jade Edition Booster Packs 15 cards.....$4.75
Jade Edition Booster Display 540 cards.....$150.00

FIV ShadowLands

Five months have passed since the war began, and there is no sign of peace. The Six Clans of the Emerald Empire have all paid the price for turning against each other. Armries of gibbering dead men march against the Clans gainting victory after victory, turning their victims into mad, mindless slaves. The only hope for the Empire lies in an ancient race of serpent folk known as the Naga.

❍ **Naga Deck** The serpent folk. They have come to Rokugan for a single purpose, to stop the ShadowLands, even if it means the destruction of the Emerald Empire. But while the Clans turn their concern to their borders, another evil is brewing inside the Empire...Clan Scorpion.....$14.00

❍ **Clan Scorpion Deck** This Clan is another evil brewing in the Empire. Thought to have been destroyed by the Emperor, Clan Scorpion has been gathering its strength and is ready to once again try to take the Emerald Throne.....$20.00

Shadowlands Starter Display 720 cards.....$140.00
There are over 150 different cards in Shadowlands.
Shadowlands Booster Packs 15 cards.....$18.00
Shadowlands Booster Display 36 packs.....$650.00

FIV Forbidden Knowledge

The next installment in the story of the Emerald Empire. Only a few recognize an ancient evil has awakened in the Shadowlands. The Clans are too busy fighting with each other, allowing an undead sorcerer to strengthen his army of gibbering madmen and zombies. The Crab fight a war on two fronts, the Crane is crippled by Scorpion; The Lion Champion follows a samurai-maiden into a trap; while the Phoenix are slowly corrupted by their scrolls; the Unicorns face the Shadowlands alone.

Forbidden Knowledge Booster Packs 11 cards.....$4.50
Forbidden Knowledge Booster Display 506 cards.....$180.00
There are over 150 different cards in Forbidden Knowledge.

FIV Anvil of Despair

The Cranes make a desperate stand against the Shadowlands madmen; the Dragon Clan has retreated to the mountains; the Lion Clan defends the Emperor from the armies of the Crab Clan; the Phoenix are being corrupted by evil magics; and the Unicorns are feeling the toll of the war. There are 6 decks each of 2 different Clans in each Starter Display, each deck having a random assortment of cards. 150 new cards in the set.

Anvil of Despair Starter Decks 60 cards + rules

❍ **Junzo's Army** The undead shugenja, once known as Yogo Junzo, now commands the Emperor's armies, and his dark sorceries twist and corrupt the samurai into contorted mockeries of their former selves. Soon they will fight alongside the Shadowlands creatures.....$15.00

❍ **Toturi's Army** The Emperor's greatest tactician has returned, Toturi the Ronin. His army's armor and weapons are worn and tattered, but the samurai in his army burn with devotion, as they set out to save the Empire. Each deck has a random assortment of cards.....$12.00

Anvil of Despair Starter Display 720 cards.....$130.00
Anvil of Despair Booster Packs 11 cards.....$4.50
Anvil of Despair Booster Display 506 cards.....$180.00
There are over 150 different cards in Anvil of Despair.

FIV Crimson & Jade

The Clans have finally realised their folly in fighting each other, instead of combining to fight the Shadowlands. But this realization may come too late. The Clans now gather their strength for a final showdown against Yogo Junzo leading the Shadowlands army, in service of the ancient master Fu Leng. But two new allies join the frey: the Shintao Monks and Yoritomo, the Mantis Champion, bringing a new army from the south. There are six decks each of two different Clans in each Starter Display, each deck having a random assortment of cards. 150 new cards in the set.

❍ **Yoritomo's Alliance Deck** The minor clans have gathered under the banner of Yoritomo, the Mantis Clan Champion. His army is motivated by the chance to receive greatness and greed.....$22.95

❍ **Monk Clan Deck** Wishing peace, but being attacked by Junzo's evil minions, this Clan has joined the war. Armed only with their wisdom and ancient prophesies, this clan waits for the right time to face Fu Leng one last time.....$22.95

FIV Time of the Void Limited Expansion

It is Rokugan's darkest hour. For two years, the War of the Clans has ravaged the Emerald Empire. Her mighty fortresses and majestic temples lie in ruin and her green fields are stained with the blood of fallen heroes. Descendants of the Empire's greatest heroes - the Seven Thunders - gather with their armies outside the fortress of ultimate evil...the Imperial Palace. This is the *final* chapter in the War of the Clans. It includes all Seven Thunder Personalities, the Last 'Black Scroll and Twelve "Conclusion Cards" that tell of the Seven Thunders last stand. *Our stocks are strictly limited.*

❍ **Phoenix Clan Stronghold Deck** One Clan will fall...One by one, each of the elemental masters have become infected with the Shadowlands taint. The Master of Fire, mad-eyed and consumed with darkness, standing on the Imperial Palace walls, is ready to destroy his kinsmen.....$17.95

❍ **Crab Clan Stronghold Deck** One Clan will be redeemed...The mighty Crab Clan stands outside the Imperial Palace lead by Yakamo, the hero with a jade hand, preparing to assault the city.....$17.95

Time of the Void Starter Display 720 cards.....$194.00
Time of the Void Booster Packs 11 cards.....$7.00
Time of the Void Booster Display 506 cards.....$285.00
There are over 200 different cards in **Time of the Void**.

FIV Scorpion Clan Coup Part I

For a thousand years the Scorpion Clan has served the Emperor. But now, Bayushi Shoju, Scorpion Daimyo, has discovered a secret too dire to hide, too powerful to ignore. Fate forces his hand, now is the time of treason. He must lead his Clan against the Emperor himself, otherwise the Emperor will bring doom upon the land for a thousand years. 60 new cards.

Scorpion Clan Coup Starter Deck 60 cards + rules.....$14.00
Contains the Scorpion Starter Deck.
Scorpion Clan Coup Booster Packs 11 cards.....$3.50
Scorpion Clan Coup Combo Display 6 Str, 24 Bstr.....$151.00
Scorpion Clan Coup Booster Display 506 cards.....$145.00

❍ **Scorpion Clan Coup Part II** Bayushi Shoju has killed the Emperor and taken the throne. But everything is going wrong. The other clans have laid siege to the Imperial Palace, and Toturi, who should have been assassinated, suddenly turns up to lead the siege. There are 60 cards in this set, only available as Boosters.

Scorpion Clan Coup Part II Booster Packs 11 cards.....$3.50
Scorpion Clan Coup Part II Booster Display 506 cards.....$145.00

❍ **Scorpion Clan Coup Part III** Now the self-proclaimed emperor, Bayushi Shoju sits on the throne while all the other clans bar the Crab assault the Imperial Capitol, hoping to remove him. Now Crab clan arrives, but will they stand with Bayushi and the Scorpion Clan, or will they side with the others and help them remove Bayushi from the throne?

Scorpion Clan Coup III Starter Deck 60 cards + rules.....$14.00
Contains the Lion Starter Deck.
Scorpion Clan Coup III Booster Packs 11 cards.....$3.50
Scorpion Clan Coup III Combo Display 6 Str, 24 Bstr.....$151.00
Scorpion Clan Coup III Booster Display 506 cards.....$145.00

FIV The Hidden Emperor

Powers in the Rokugan Empire is dictated to some degree by the lands controlled by the Clans. With the sudden upheavel resulting from the return of Fu Leng and the end of the Hantei Dynasty, all the Clans struggle for control of not only their own borders but those of their neighbours as well. The various factions in Rokugan do not sleep easily, and when word arrives from the Imperial Palace that Toturi has vanished, the fragile peace forged by the Seven Thunders is cast into serious doubt. There will be nine releases of *The Hidden Emperor*, each containing around 60 new cards.

Hidden Emperor # 1 Starter Deck 60 cards + rules.....$16.00
The Naga (Heart of Shinomen Forest) Starter Deck. The ancient race of Naga stirs within the forests, hell bent on destroying the Dragon Clan. Soon they will climb the peak of Mirumoto mountain...
Hidden Emperor # 1 Booster Pack 8 cards.....$3.50
Hidden Emperor # 1 Combo Display 6 Str, 36 Bstr.....$180.00
Hidden Emperor # 1 Booster Display 576 cards.....$210.00

Hidden Emperor # 2 Starter Deck 60 cards + rules.....$16.00
The Dragon (Shiro Hitomi) Starter Deck. The last bastion of magic and myth, they struggle against waves of invaders, striking back with a fury that comes from a heart of madness. Hitomi is obsessed with the shadows of power that linger just within her reach.
Hidden Emperor # 2 Booster Pack 8 cards.....$3.50
Hidden Emperor # 2 Combo Display 6 Str, 36 Bstr.....$180.00
Hidden Emperor # 2 Booster Display 576 cards.....$210.00

Hidden Emperor # 3 Starter Deck 60 cards + rules.....$16.00
The Brotherhood (the House of Tao). Fleeing the scorched mountains of the Dragon Clan, a handful of refugees have found sanctuary within the Brotherhood's sacred walls. They can hide in safety, or strike back at the darkness that grips their former home in the north.
Hidden Emperor # 3 Booster Pack 8 cards.....$3.50
Hidden Emperor # 3 Combo Display 6 Str, 36 Bstr.....$180.00
Hidden Emperor # 3 Booster Display 576 cards.....$210.00

Hidden Emperor # 4 Starter Deck 60 cards + rules.....$16.00
Unicorn (The Otaku Palaces) Starter Deck. For 300 years those of the Unicorn have been called outcasts and strangers. Now their daimyo has left them and ridden out on a quest of personal vengeance. Yet the Unicorn still try to maintain the peace of the Empire.
Hidden Emperor # 4 Booster Pack 8 cards.....$3.50
Hidden Emperor # 4 Combo Display 6 Str, 36 Bstr.....$180.00
Hidden Emperor # 4 Booster Display 576 cards.....$210.00

Hidden Emperor # 5 Starter Deck 60 cards + rules *Due Nov*..$16.00
Hidden Emperor # 5 Booster Pack 8 cards *Due Nov*.....$3.50
Hidden Emperor # 5 Combo Display 6 Str, 36 Bstr *Nov*.....$180.00
Hidden Emperor # 5 Booster Display 576 cards *Nov*.....$210.00

Hidden Emperor # 6 Starter Deck 60 cards + rules *Dec*.....$67.00
Hidden Emperor # 6 Booster Pack 8 cards *Dec*.....$3.50
Hidden Emperor # 6 Combo Display 6 Str, 36 Bstr *Dec*....$180.00
Hidden Emperor # 6 Booster Display 576 cards *Dec*.....$210.00

Hidden Emperor Storms of War Starter Deck *Due Feb'99*...$16.00
At last WOTC are ditching the rolling thunder monthly releases. This is the final three chapters of Hiden Emperor all rolled into one. This is a 150 card set which concludes the Hidden Emperor storyline. There are 3 different Starter Decks, more details later.
Hidden Emperor Storms of War Bstr Pack 8 cards *Feb'99*....$3.50
Hidden Emperor Storms of War Starter Display *Feb'99*....$170.00
Hidden Emperor Storms of War Booster Display *Feb'99*...$210.00

Special Edition Five Rings Score Counters
These are beautiful 75mm round scoring disks, with 24ct gold detailing. Each contains a Clan disk, plus a lower disk with numbers on it. You also don't need a lower disk for each upper clan disk, if you will only use one at a time. So you can buy additional upper clan disks for less price. (You must buy at least one complete item).The types of disk are:
Complete Disks with Upper and Lower Parts.....$32.00 ea
You can choose either: Crab, Crane, Scorpion, Unicorn, Mantis, Five Rings, Dragon, Shadowlands, Naga, Lion, Ronin, Phoenix, Brotherhood. (If you buy simply the upper disk of the above, price is $13.00 ea) Imperial Favor - $13.00 (can't use lower disk)

The Five Rings Disk

Legend of the Burning Sands

FIV Shadow of the Tyrant

The Scorpion Clan has been exiled from the Emerald Empire and Bayushi Kachiko leads her people into the blasted desert known as the Burning Sands. But her army is decimated by the Senpet legions, who enslave the survivors and take her hostage. However, she was already expected...Instead of being set in mythic Japan, this non-compatible off-shoot is set in a Dark Arabia, with its own dreams and nightmares. Players represent one of three different factions that vie for control of the City of 1000 Stories. This first release contains 153 new limited edition cards, with stunning artwork. There are 3 Starter Decks:

Shadow of the Tyrant Senpet Starter Deck 60 cards + rules...$17.00
An ancient civilization similar to the ancient Egyptians. They have been forced to insinuate themselves into the city.
Shadow of the Tyrant Starter Deck 60 cards + rules.....$17.00
A nomadic tribe of horsemen who haunt the wastes beyond the city. They survive by raiding caravans and extracting tribute from the Senpet and Ivory Kingdoms.
Shadow of Tyrant Assassins Starter Deck 60 cards + rules...$17.00
The former lords of the City, dispossessed long ago. They have been cursed, which warps every male member of their family. So the women have donned the black robes and taken up the weapons of assassins, to plot their return to power.

Shadow of the Tyrant Starter Display 720 cards + rules.....$173.00
Shadow of the Tyrant Booster Pack 11 cards.....$4.75
Shadow of the Tyrant Booster Display 528 cards.....$193.00

FIV Secrets and Lies
More information later. This second release contains 153 new limited edition cards, with stunning artwork. There are 3 Starter Decks:
Secrets and Lies Starter Deck 60 cards + rules.....$17.00
More details later.
Secrets and Lies Starter Display 720 cards + rules.....$173.00
Secrets and Lies Booster Pack 11 cards.....$4.75
Secrets and Lies Booster Display 528 cards.....$193.00

Magic: the Gathering

WIZ Portal: Second Age

For customers who want to continue playing Portal-level Magic. This is a new themed version of Portal with 165 cards, all new art. Available in several formats:

Portal Second Age Age Game.....$15.00
2 x 30 card preconstructed decks, two playmats, play guide, rulebook, 15 card booster.
P2nd Age Pre-constructed Starter Deck (40 cards) 5 kinds....$11.00
The 5 types of Preconstructed Decks are: Nature's Assault (marshals the forces of nature), Spellweaver (brings powerful magic to your hand), Goblin Fire (beats your opponent with a pack of wild creatures and firepower to burn through defenses), Martial Law (you overrun your opponent with a small army of fast, white creatures), and Nightstalkers (hammer your opponentwith discard effects and creature destruction.) **Pre-constructed Starter Deck Display**.....$148.00
Portal 2nd Age Booster Pack 15 cards.....$4.75
Portal 2nd Age Booster Display 540cards.....$150.00
Portal 2nd Age Gift Box 2x30 card preconstructed decks, playguide, rulebook, playmats, two 15 card boosters, 2 beads, etc.....$20.00

WIZ Magic: 4th Edition

Magic 4th Edition is out of print now, but we were able to dig some up from somewhere. The attraction with these 4th Edition Starters and Boosters is that there are a number of cards, including rares, that you cannot get anymore. Our stocks are strictly limited, so first come, first serve.

Magic 4th Ed Starter Deck 60 cards & rules.....$16.00
Magic 4th Ed Starter Display 600 cards.....$133.00
Magic 4th Ed Booster Pack 15 cards.....$8.00

Magic 4th Ed Booster Display 540cards **$250.00**

Magic 5th Ed Trading Card Game for 2 Players **$18.00**
A bridge product for someone who wants to move from *Portal* to the more advanced rules and game play strategies found in Fifth Edition. has two 30 card preconstructed decks, larger size rulebook, guidebook, one 15card booster pack.

WIZ Magic: 5th Edition
Now in its 5th Edition, Magic: The Gathering is still the hottest game and set of collectable trading cards all around the world. It is published by Wizards of the Coast. To play, two players shuffle and cut each others decks, the top card of the cut becomes that player's Ante. Seven cards are dealt, the remainder form the Library, from which cards are drawn - discards go into the Graveyard. Each player has 20 Life Points, and the winner is the first to reduce his opponent to 0. The looser forfeits the Ante. The rationale of the game is that you and your opponent are mighty sorcerers and are fighting a duel in another dimension. In the beginning nothing exists in the dimension, and everything must be drawn into it by a Spell card. Spells are cast using Mana, which comes from land cards. Creatures are also called forth to do battle against the opponent.
Magic 5th Ed Starter Deck 60 cards + rules **$13.95**
Starter Deck Display 720cards **$150.00**
This new edition contains over 400 cards selected from Fourth Edition, Ice Age, Fallen Empires, Homelands and Chronicles. Nearly half the cards are from sets other than Fourth Edition. Features new art on almost half the cards by 50 new artists.
Magic: 5th Edition Booster Pack 15 cards **$4.75**
Magic: 5th Edition Booster Pack Display 540 cards **$150.00**

Magic: The Dark Booster Pack 8 cards **$10.00**
The Dark Display 480 cards **$570.00**
The value on these limited edition black border cards is continuing to rise. Our stocks are limited, so please get your order in quickly. There are over 100 new cards in the series.
Magic: Fallen Empires Booster Pack 8 cards **$3.00**
Fallen Emp Display 480 cards **$150.00**
In the southern oceans of Dominia Prime lay a continent of great kingdoms. But as the climate changed, resources dwindled and empires crumbled. Hideous new species arose in the forests and seas, forcing the Sarpadians to fight for their very survival; Icatian towns mustered Phalanxes to defend themselves from orc raiders and the misbegotten spawn of uncontrolled black magic.
Magic: Chronicles Booster Pack 12 cards **$4.00**
Chronicles Display 540 cards **$150.00**
This includes a random assortment of cards from Arabian Nights, Antiquities, Legends, and The Dark. The Legends cards are the most prominent in the mix, and only a proportion of each type will be re-released in this booster pack display. These cards have white borders.
Homelands Booster Pack 8 cards **$3.00**
Homelands Booster Pack (480 cards) **$150.00**
Hidden away by a mysterious wizard for generations, the forgotten world of Homelands awaits discovery. Revealed within are many peoples, cultures, and creatures in a realm of complex allegiances and sinister plots.
Magic: Visions Booster pack 15 cards **$7.00**
Magic: Visions Booster Display 540 cards **$220.00**
Over 160 new cards that can be played with Magic, Ice Age or Mirage. Contains more cards featuring flanking and phasing rules, a new game mechanic to challenge even veteran players, exotic, new original art.
Magic: Weatherlight Booster pack 15 cards **$4.75**
Magic: Weatherlight Booster Display 540 cards **$150.00**
A limited black border expansin with over 160 new cards that can be played with Magic, Ice Age or Mirage.

WIZ Magic: Ice Age
Ice Age can be played by itself as a stand-alone game, or used as a standard expansion for Magic the Gathering. It has been many centuries since the war between Urza and Mishra. The battered landscape has become a frozen desert, and the creatures of the world of Dominaria struggle for survival. One society has risen out of the cold chaos, defending itself against both the brutal forces of nature and the attacks of nomadic tribes that have emerged in the surrounding wastelands. And through it all, a twisted necromancer flourishes in deep winter, intent on using his powers to keep the world dark and cold.
Ice Age Starter Deck 60 cards + rules **$15.95**
Starter Display (600 cards) **$144.00**
Ice Age Booster Pack 15 cards **$4.75**
Booster Display (540 cards) **$150.00**
Alliances Booster Pack 12 cards **$4.00**
Alliances Display (540 cards) **$150.00**
As the Ice Age recedes, Dominaria wakes from its long, cold sleep. Its people face a world torn by natural and political storms, and they must now join forces if they are to survive the coming years. For Dominaria, it is a season of struggle, an era of hope, and a time for new alliances. This expansion features around 110 new cards, which can be used in either Magic or Ice Age games.

WIZ Magic: Mirage
An expansion like Ice Age that can be played with Magic or played by itself. It is set in the tropical setting of Jamuraa, on the equator of Dominaria. Teferi's Isle, off the coast of Jamuraa, disappears after a wizard's time experiment goes wrong, and more than 100 years later the island reappears. And its inhabitants are horrified by the unrest that has erupted in the land while they've been gone, and war soon breaks out. There are over 300 new cards in the set, including new rules variants. The artwork is a definate improvement over previous Magic releases.
Mirage Starter Deck 60 cards + rules **$14.95**
Mirage Starter Display (720 cards) **$150.00**
Mirage Booster Pack (15 cards) **$4.95**
Mirage Booster Display (540 cards) **$150.00**

WIZ Magic: Tempest
The flying ship *Weatherlight* has left the light of Dominaria for the shadow plane of Rath in an attempt to rescue Captain Sisay. There, Gerrard and his crew are challenged by Volrath's ship *Predator*, and they encounter wild new forces of magic as they strive to reach Volrath's Citadel. An expansion with 300 new cards that can be played with Magic or played by itself. Designed for experienced players. The most anticipated card is *Time Warp*, a sorcery costing 3UU, that gives you an extra turn. Also has Shadow creatures and Slivers. Shadows can only block or be blocked by Shadows, and Slivers have effects that give a bonus to all Slivers in play.
Tempest Starter Deck 60 cards + rules **$14.95**
Tempest Starter Display (720 cards) **$150.00**
Tempest Booster Pack (15 cards) **$5.00**
Tempest Booster Display (540 cards) **$150.00**

WIZ Magic: Stronghold
Gerrard of the Weatherlight leads the rescue team into the heart of Rath-Evincar Volrath's citadel. There, they hope to find and free Sisay, but Volrath's lair is a maze of risks and confrontations. High in Volrath's Dream Halls, where the Evincar's dreams and nightmares gain substance and eternal life, Gerrard finally comes face to face with Volrath.
Stronghold Pre-constructed Starter Deck 60 cards + rules **$15.50**
There are four types: The Sparkler, Migraine, Call of the Kor, and The Spikes. Each has 3 rare, 9 uncommon & 48 command & land. Each Stronghold Pre-constructed deck is built to maximise the strength of Stronghold cards.
Stronghold Starter Display (720 cards) **$155.00**
Stronghold Booster Pack (15 cards) **$5.00**
Stronghold Booster Display (540 cards) **$150.00**

WIZ Magic: Exodus
As Gerrard and his party battle in the heart of Volrath's stronghold, the rest of the crew of the Weatherlight are forced to battle the deadly flagship of the evincar's army, the Predator. At the same time, the combined armies of the Kor, Vec, and Dal, the oppressed people of Rath, reach the Stronghold's gate and lay siege. Meanwhile, a traitor prepares to lead Gerrard into a deadly trap…
Exodus Pre-constructed Starter Deck 60 cards + rules **$15.00**
Exodus Starter Display (720 cards) **$150.00**
Exodus Booster Pack (15 cards) **$5.00**
Exodus Booster Display (540 cards) **$150.00**

WIZ Magic: Urza's Saga
Ushers in a new chapter in the epic *Magic* story. From the fires of Shiv to the darkness of Phyrexia, Urza seeks one thing: revenge. The power of the planes comes to your game with cycling, echo and other new concepts. Can you played alone or with other *Magic* sets. Over 300 new cards.
Urza's Saga Preconstructed Starter Decks 60 cards + rules ... **$16.00**
There are four types: The Plague (a black and white deck that uses the power of pestilence), Special Delivery (with new echo creatures, you get your red and green nasties on the table faster than ever), Sleeper (a white creature deck that awakens) and Tombstone (a black and blue deck with reanimation cards and cycling cards for options). You may choose which deck you want, but if we run out of that one, we will supply another at random.
Urza's Saga Random Starter Deck 75 cards + rules **$16.00**
Urza's Saga Random Starter Display (900 cards) **$160.00**
Urza's Saga Booster Pack (15 cards) **$5.00**
Urza's Saga Booster Display (540 cards) **$150.00**

WIZ Magic: Unglued
A weird and wacky release for Magic: the Gathering. All of the cards are broken or bizarre, and all banned from tournament use. But if you want your social games to become "unglued" then please, use these cards! But definitely not recommended for rules lawyers or power gamers, and you need a sense of humor. Has 48 packs of 10 cards each. **$3.50 per pack, or $150 for the display.**

WIZ Magic Card Storage Boxes *Due Nov.* $8.50
Wizards of the Coast are re-releasing five styles of full color Magic card boxes, plus one new style, each high quality box able to hold 1,200 Magic cards. The boxes are shipped flat and are easily assembled. The six types are red, green, white, blue, black, and "artifact". You may request a particular color, but if we run out of that color, we will substitute at random.

PEN Magic: Official Encyclopedia Vol 1 ..... $25.00
224 full color pages, with over 2,000 cards featured in full color, showing the cards from Fourth Ed, Discontinued cards, Chronicles, Ice Age, Alliances, Arabian Nights, Antiquities, Legends, the Dark, Fallen Empires, Homelands, etc. Also a history including setting and story, errata for cards where relevant, forward by Richard Garfield.

PEN Magic: Official Encyclopedia Vol 2 ..... $22.00
144 full color pages, with over 1,300 cards featured in full color, showing the cards from Mirage, Visions, Fifth Edition, Weatherlight, Portal, etc. Also a history including setting and story, errata for cards where relevant.

PEN Magic: Official Encyclopedia Vol 3 ..... $24.00
128 full color pages, with over 900 cards featured in full color, showing the cards from Tempest and continuing the Rath Cycle with Stronghold and Exodus. Also Vanguard and Portal Second Age cards and details of the Magic 1996 Pro Tour decks and 1997 World Championship decks.

Middle Earth: The Wizards

ICE Middle Earth 2 Player Starter Set
A special two player starter set with specially assembled decks and Initial Adventure Guide for the beginning player, with simplified rules. The two 60 card decks have been constructed with Gandalf and Saruman. Inlcudes 2 dice, full color map of Middle Earth, two full color player sheets, 2 plastic hobbit company markers. **$36.00**

ICE Middle Earth Challenge Decks
There are ten different pre-designed decks, ready for tournament or casual play. Each fixed deck has 110 cards, rules summary, and suggestions on how to play the deck. All the cards have a gray border, but normal backs. You can order a specific deck, but if we have run out of that deck, we will substitute another at random. The decks are: *Stewards of Gondor (Saruman), Release the Prisoners (Alatar), Dwarven Quest (Pallando), Bargain Between Friends (Radagast), Return of the King (Gandalf), Spies & Traitors (Aduaphel), Marauding Brood of Uglies (Dwar), Stealthy Tribe (Hoarmurath), Morgul Rallying Cry (Witch-king), Seducing Nations of Men (Indur).*
Challenge Deck 110 cards + rules **$20.00**
Challenge Deck Display 1100 cards **$180.00**

ICE Middle Earth: The Wizards
During the Third Age, the Valar sent five Istari to Middle Earth to unite and counsel the Free Peoples in their struggles against Sauron, the Dark Lord. These Maiar were forbidden to dominate the peoples in Middle Earth or to match the power of Sauron with power. The five Istari were known as Wizards in Middle Earth, and their names were: Gandalf, Saruman, Radagast, Alatar and Pallando. In this card game, you play one of these five wizards. The goal of each wizard is to marshall the forces of the Free Peoples so that Sauron can be successfully resisted until the One Ring is destroyed. The five wizards don't agree on how to achieve this and so the battle is on. There are 480 + cards in this unlimited Edition 2nd printing, and features artwork from dozens of painters, including Angus McBride, Liz Danforth, Mark Poole, etc. You lose instantly if your wizard is corrupted (like Saruman), or dies fighting the forces of evil; you win instantly if you manage to destroy the One Ring; otherwise, the player who marshalls together the greatest resources, such as characters, allies, items, & factions, & so best able to resist Sauron, is the one who wins.
Middle Earth Starter Deck 76 cards + rules **$15.00**
Middle Earth Starter Display 760 cards **$135.00**
Middle Earth Booster Pack 15 cards **$5.00**
Middle Earth Booster Display 540 cards **$162.00**
METW The Dragons Booster Pack 15 cards **$3.00**
METW The Dragons Booster Display 540 cards **$97.00**
The dragons were created by the Black Enemy and brought to Middle Earth to defeat the Valar and their children, the Free People. This expansion brings these terrifying creatures into your deck to challenge you and beckon you to their hoards. 180 new black border cards. Beautiful artwork.
METW Dark Minions 15 cards Special **$3.00**
METW Dark Minions Booster Display 540 cards Special **$97.00**
180 new cards including agents such as Grima Wormtongue and Bill Ferny, who can move from site to site hindering companies, Under-deeps such as the awful Under-gates of Moria or the foul Sulfur-deeps of Dol Guldur; Minions Stir such as Undead, and Orcs and Trolls start organizing for combat. 180 new black border cards. Beautiful artwork.

ICE Middle Earth: The Lidless Eye Limited Edition
With the release of this fully compatible and stand alone supplement, players will be able to play one of the nine Nazgul, the shadowy Ringwraiths in the service of Sauron, and use minions as "characters", forming companies and gathering power to advance Sauron's cause in Middle Earth. Your goal is to martial enough resources so that Sauron will be confident enough to send you and your armies to launch the first blow necessary to crush the Free Peoples. Has over 350 cards with beautiful artwork, including all the various minion sites that Ringwraiths can use such as Dol Guldur. You can compete against opponents playing as wizards, or as other Ringwraiths.
ME: The Lidless Eye Starter Deck 76 cards + rules **$15.95**
ME: The Lidless Eye Starter Display 760 cards **$144.00**
ME: The Lidless Eye Booster Pack 15 cards **$4.50**
ME: The Lidless Eye Booster Display 540 cards **$145.00**

ICE Middle Earth: Against the Shadow
Over 140 new cards, for Middle Earth the Wizards or Middle Earth Lidless Eye. Focuses on the Wizard player, using resources from *ME: The Wizards*, competing against a Ringwraith player. But so that Ringwraiths can match Wizards in the full range of strategies available, more Ringwraith resources are included. Also new hazards, new items, factions, rings, spells, etc.
ME: Against the Shadow Booster Pack 15 cards **$4.50**
ME: Against the Shadow Booster Display 540 cards **$145.00**

ICE Middle Earth: The White Hand
ME: The White Hand Booster Pack 15 cards **$5.00**
ME: The White Hand Booster Display 540 cards **$150.00**
Over 120 new cards, for Middle Earth the Wizards or Middle Earth Lidless Eye. Focuses on a corrupted Wizard player, as Saruman was corrupted in the novel. A corrupted Wizard can pick and choose the good and evil resources, and will use any means to achieve his end. However, he can only exert his influence over lesser heroes and minions.

ICE Middle Earth: The Balrog *Due Nov '98*
ME: The Balrog 'The Shadow Deeps' Box 132 cards **$36.00**
ME: The Balrog 'Balrog's Host' Box 132 cards **$36.00**
At last, a refreshingly different presentation of CCG cards - this expansion is sold in two boxes. Each box contains 132 fixed cards, including 52 new Balrog cards, and 80 previously released cards that the Balrog can use in his army. So if you buy both boxes, you automatically receive all 104 new cards! Each box allows you to play a balrog without needing any other cards. Lead forth your host of orcs and trolls!

○ **Middle Earth: The Wizards Players Guide** Features a strategy guide with ideas about deck-building, game mechanics, and tactical and strategic planning; detailed descriptions of every character, site, resource and hazard card; five sample decks; a thorough card-based index, etc. **$21.50**

○ **Middle Earth: The Dragons Player Guide** Includes a strategy guide to enhance your deck design; a complete card analysis of all 180 cards; sample decks; tournament rules and card errata; and card tables. **$15.00**

○ **Middle Earth: Dark Minions Player Guide** Includes a strategy guide to enhance your deck design; a complete card analysis of all 180 cards; five sample decks; tournament rules and card errata; and card tables. **$15.00**

○ **Middle Earth: Casual Companion** A beginners guide to the game, including a guide to playing the Starter Game vs the Starter Game, answers to common questions, strategy hints, tips for setting up your location deck, scenarios, beginning decks, etc. **$14.95**

○ **Middle Earth: Lidless Eye Companion** The complete rules are presented in an easy to read format, Ringwraith histories, 6 pages of color maps, tournament guidelines, scenarios. **$16.00**

○ **Middle Earth: Lidless Eye Player Guide** Includes a strategy guide, complete card analysis, sample decks, etc. **$19.00**

Rage Across Las Vegas

FIV Rage Across Las Vegas
Rage is the fast paced fighting game of werewolf combat based on White Wolf's acclaimed World of Darkness Werewolf roleplaying game. Players form packs of werewolves and attempt to defeat the other players in open combat, through politics and intrigue, and by accumulating renown for defeating various enemies in the Hunting Grounds. There are 9 60-card releases.
Rage Phase # 1 Starter Deck 60 cards + rules **$16.00**
There are two different Preconstructed Starter Decks. If we have run out of the one you order, we will supply the other. They are:
Get of Fenris The Warrior Brotherhood forged in the harsh Scandinavian mountains, these werewolves of Get combine the fierceness of the arctic wolf with the grim determination of the Vikings. None shall stand in their way.
Wendigo A werewolf tribe with deep roots in the Norther American plains. Unbroken, undaunted, the nomadic Wendigo are still fighting fiercely to keep the West wild.
Rage Phase # 1 Booster Pack 8 cards **$3.50**
Rage Phase # 1 Combo Display 6 decks, 24 packs **$162.00**

Rage Phase # 2 Starter Deck 60 cards + rules **$17.00**
There are two different Preconstructed Starter Decks. If we have run out of the one you order, we will supply the other. They are:
Bone Gnawers The only werewolves who have adapted themselves to the blighted urban jungle of the inner city. They stalk the streets, scrounge in the alleys, and prosper where others fear to tread.
Red Talons It was a mistake to let humanity (who tends to serve the wyrm) survive. The Red Talons seek to remedy that error. Brutal, bloodthirsty hunters of humans, they show no pity or remorse.
Rage Phase # 2 Booster Pack 8 cards **$3.75**
Rage Phase # 2 Combo Display 6 decks, 24 packs **$171.00**

ShadowRun

FAS ShadowRun Limited Ed
The year is 2058 AD. Advances in technology are astounding, with humans able to blend with computers and travel through the virtual reality known as the Matrix. No longer mere flesh, many humans have turned to artificial enhancements called cyberware to become more than human. But even more astonishing is the return of magic to the world. Elves, dwarves, dragons, orks and trolls have resumed their true form.

In this very popular ShadowRun trading card game, your goal is to assemble a team of shadowrunners to accomplish Objectives, such as killing a dragon or stealing cutting edge technology. Your opponent protects the Objectives with Challenges such as security guards, electric fences and fierce creatures.
ShadowRun Starter Deck 70 cards + rules **$5.50**
ShadowRun Starter Display (700 cards) **$50.00**
ShadowRun Booster Pack 15 cards **$1.50**
ShadowRun Booster Display (540 cards) **$50.00**

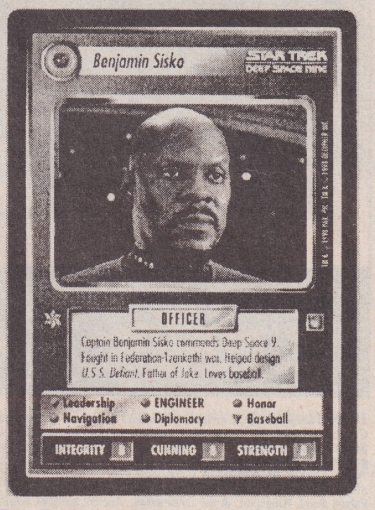
Underworld Booster Pack 15 cards **$4.00**
Underworld Booster Display (540 cards) **$100.00**
With 140 new cards, *ShadowRun Underworld* focuses on the underworld crime scene and allows players to build decks based on criminal elements such as Mafia, Yakuza, and Gangs, which include Halloweeners, The Ancients, and Lone Star.

Corp War Booster Pack 15 cards *Due Nov'98* **$4.95**
Corp War Booster Display (540 cards) *Due Nov'98* **$150.00**
For the ShadowRun Collectable Card Game. In the glittering corporate highrises of the Seattle megaplex, a power struggle rages for control of the Awakened world. It's war and the runners are on the front lines. 90 new cards in 15card booster packs.

Star Trek Next Generation

DEC **Star Trek Introductory Two Player Game**
There are two types, Klingon and Federation. Both sets include two pre-customized 60 card starter decks, one Federation and one Klingon, with new cards being 11 new mission cards and the legendary Spock.; also have two 15 card booster packs, one from the initial white bordered booster, the other from Alternate Universe; and two black border cards: Data laughing and Admiral McCoy. The Klingon set has three black bordered Klingon cards, Mogh, Gi'ral and Ja'rod. The Federation set has three black bordered cards, Admiral Picard, Commander Data, & Commander Troy. **$40.00 each**

DEC **Star Trek Next Generation**
The game features fast action game based on the action in the series. A brilliant as both the card art is superb and game play is refreshingly different and unique. Each player can put together his own deck of 60 cards, to suit his own chosen affiliation. You can be Federation (who are not permitted to attack, only defend), Romulan (who can attack Federation or Klingon), or Klingon (who can attack everyone - including themselves!) Your deck will include mission cards; dilemma and interupt cards; artifact cards; outpost cards; ship cards; personnel cards, crews with which to form Away Teams; & lastly equipment cards and event cards. Rules are 35 tiny pages.
Star Trek Unlimited Starter Deck 60 cards + rules **$15.00**
Unlimited Starter Display 720 cards **$162.00**
Unlimited White Border cards. Each starter deck has 60 cards, out of a total of 363. Each player needs at least one deck to play.
Star Trek Premiere Starter Deck II 68 cards + rules *Oct* **$17.00**
Has 60 cards from the Unlimited Edition, rules, and 8-fixed limited ed black bordered cards with 6 new missions, new outpost, new event.
Star Trek Premiere Starter Deck II Display *Oct* **$180.00**
Star Trek Next Generation: Booster Pack 15 cards **$5.50**
Unlimited Booster Disp **$178.00**
A random assortment of 15 cards of the Unlimited White Border edition, with at least one rare and one uncommon card.
Alternate Universe Expansion 15 cards **$5.00**
Alternate Universe Display **$162.00**
122 new cards. 49 of these cards contain subject matter related to alternate realities or universes: time travellers, parallel universes, illusory or visionary experiences, surreal worlds and different planes of existance. The remaining 73 cards expand upon existing elements of ST:TNG, deepening gameplay in various ways. The 1st Ultra-Rare Card, which is randomly packaged, is of the Future Enterprise.
Q-Continium Booster Pack 15 cards **$5.00**
Q-Continium Booster Display 540 cards **$162.00**
The second expansion for Star Trek, this one feature Q and his various meddling excursions into the Star Trek time line. Also features other cards from all areas of Star Trek.
First Contact Movie Booster Pack 9 cards **$3.50**
First Contact Movie Booster Display 270 cards **$94.00**
The next expansion for Star Trek, this one taken from the excellent *Star Trek Next Gen First Contact* movie, which featured a showdown between the Enterprise and her crew and a Borg ship which travels back through time. Includes new rules, one sheet per display.
First Contact Enhanced Pack *Due Nov* **$27.00**
Has 4 First Contact Boosters and 3 new, fixed black border cards. There are 12 new cards in total, and the package tells you which 3 of the 12 cards are in it. Most new cards enhance the Borg, 2 the Fed.
Deep Space 9 Starter Deck 60 cards & rules **$15.00**
Deep Space 9 Starter Display 720 cards **$162.00**
Deep Space 9 Booster Pack 9 cards **$3.75**
Deep Space 9 Booster Display 270 cards **$99.00**
Introduces the Deep Space 9 Space Station, its captain and crew, new affiliations, the Bajoran wormhole, and the Gamma Quadrant. There are 260 new cards. Can by played with Star Trek or by itself.



Star Trek: The Dominion Booster Pack 9 cards **$4.00**
Star Trek: The Dominion Booster Display 270 cards **$108.00**
The fifth expansion for Star Trek is a battle orientated set. Adds the Dominion as a new affiliation, and covers TNG, DS9 and Voyager. *Due Dec'98.*

Star Trek Next Gen. Card Game Factory Set **$150.00**
This Limited Edition Collector's Tin for Star Trek the Next Generation Customizable Card Game contains all 363 common, uncommon and rare cards from the basic set. The cards are printed with a distinctive silver border on the finest playing card stock available. Only 30,000 sets were made of this Factory Tin, so it has great collectable value. You can use the cards in all "official" games or tournaments. **Note Special Price**

Star Trek First Anthology **$50.00**
A limited edition heavy duty cardboard box that fits over 800 Star Trek Cards. Inside the box are two Unlimited Starter Decks, two Unlimited Booster Packs, two packs of Alternate Universe, Q-Contimium, the Warp Pack, and six cards never seen before: Quark, Paris, Tuvok, Orb of Prophecy and Change, Dr Telek R'Mor and Garak; and a rules supplement.

Star Trek Official Tournament Sealed Decks
Contains 12 fixed-contents tournament decks, each of which contains 4 packs of Unlimited Boosters, 1 Alternate Universe Booster, 1 unique 20 card pack, limited edition, made exclusively for this product. Comes in a box that can hold 300 unsleeved cards. Inside the sealed external wrapper, each box has one of six random different cover designs, being Borg, Bajoran, Cardassian, Federation, Klingon and Romulan. *You cannot specify which you want.*
Star Trek Official Tournament Sealed Deck **$32.00**
Star Trek Official Tournament Sealed Deck Case (12 dcks) **$350**

Star Wars

DEC **Star Wars Premiere Introductory 2 Player Game**
The Star Wars universe comes alive as the Rebel Alliance battles against the unrelenting power of the Galatic Empire. Choose to play the Rebel side or the Imperial side. This game equips you with two ready to play 60 card starter decks, a full color 20 page rulebook, and six unique cards only found in this set, including Luke and Darth Vader. **$40.00**

DEC **Star Wars Unlimited Edition**
This are the White Bordered unlimited Edition Cards. With the game, players control, alter and feel the Force. The Rebel Alliance battles against the unrelenting power of the Empire. One player controls the Rebel Alliance and the good side of the Force, the other plays the Empire and the Dark Side of the Force. There are 324 common, uncommon and rare cards. Each Starter Deck contains 30 random Light Side and 30 random Dark Side of the Force cards. Booster packs have a random mix of cards from both sides of the Force. Cards have their artwork lifted directly from the Star Wars movie. The Empire tends to be more technologically advanced, better equipped, & the stronger aggressor, the Alliance makes more use of the Force, can enhance their defensive capabilities, & have a sense of honor. The rule book is 40 pages long.
Star Wars Starter Deck 60 cards + rules **$15.00**
Starter Deck Display (720 cards) **$162.00**
Star Wars Limited Starter Deck 60 cards + rules ***$18.00***
Star Wars LimitedStarter Deck Display (720 cards) ***$194.00***
Star Wars Booster Pack 15 cards **$4.50**
Booster Pack Display (540 cards) **$145.00**
Star Wars Limited Booster Pack (15 cards) **$8.00**
Star Wars Limited Booster Display (540 cards) **$259.00**
New Hope Limited Booster Pack 15 cards **$6.00**
New Hope Limited Booster Display (540 cards) **$180.00**
Cards taken from the movie Star Wars only, focusing on the Rebels attempts to destroy the Deathstar, and Darth Vader's attempts to stop them by destroying their hidden base.
New Hope Revised Edition unlimited Booster Pack 9 cards **$4.00**
New Hope Revised Edition Booster Display 30 packs **$108.00**
Hoth Limited Booster Pack 15 cards **$5.00**
Hoth Limited Booster Display (540) **$165.00**
Set in The Empire Strikes Back movie. This expansion focuses on the Empire's assault upon Hoth, and the Rebel's attempt to stage a successful withdrawal. There are new rules, revisions of old rules, and a ton of cool new cards. Each of the game mechanisms is designed to increase strategic posibilities and add depth to the game.
Dagobah Limited Booster Pack 9 cards **$3.50**
Dagobah Limited Booster Display 540 cards **$165.00**
Yoda makes an appearance. Also included are Jedi Training, new weapons, asteroids, the Executor, TIE Bombers, Space Slugs, Bounty Hunters and their ships, and Dagobah locations. Boba Fett is not included! Features 180 new limited edition cards.
Cloud City ESB Booster Pack 9 cards **$3.35**
Cloud City ESB Booster Pack Display 540 cards **$165.00**
The next limited expansion set in the *Empire Strikes Back* movie. We see Boba Fett, the Cloud City's denizens, etc.
Jabba's Palace Booster Pack 9 cards **$3.35**
Jabba's Palace Booster Pack Display 540 cards **$165.00**
Jabba the Hutt has captured Han Solo, and the Rebels must rescue him. But first they must use disguise to get past Jabba's henchmen, bounty hunters, and pets. 108 new cards.

DEC **Star Wars Special Edition** *Due Nov'98*
A new 324 card set which features art from the three Special Edition movies, which were re-releases of the old movies plus new computer graphic characters, scenes, etc.
Star Wars Special Ed Starter Deck 60 cards + rules **$17.00**
22 of the 60 cards are fixed, so are immediately playable. Come as either Dark Side or Light Side. You can specify which, but if we run out of one , we'll supply the other. Reformated rules.
Starter Deck Display (720 cards) **$183.00**

Star Wars Premier Enhanced Pack *Due Oct* **$27.00**
Has 4 Unlimited Boosters and 1 of 6 new combo character/weapon cards. Cards are Dark Vader with Lightsaber, Luke with Lightsaber, Obi-wan with Lightsaber, Boba Fett with Blaster Rifle, Leia with Blaster Rifle, Han with ? You can specify which one you want, but if we run out, we will supply another at random.

Star Wars Second Anthology **$55.00**
A limited edition heavy duty cardboard box that fits over 800 Star Wars Cards. Inside the box are eight Unlimited Booster Packs, two limited Dagobah Packs, two packs of Cloud City, plus a free bonus selection of 6 white border preview cards from a future set, including Mon Calamari Star Cruiser, Sarlacc, Mon Mothma, etc.

Star Wars Official Tournament Sealed Decks
Contains 12 fixed-contents tournament decks, each of which contains 4 packs of Unlimited Boosters, 1 New Hope Booster, 1 unique 18 card pack, limited edition, made exclusively for this product. Comes in a box that can hold 300 unsleeved cards. Inside the sealed external wrapper, each box has one of six random different cover designs. *You cannot specify which you want.*
Star Wars Official Tournament Sealed Deck **$32.00**
Star Wars Official Tournament Sealed Deck Case (12 dcks) **$350**

Jyhad & Vampire: the Eternal Struggle

WIZ JYHAD TRADING CARD GAME
This game by Wizards of the Coast, is a collectable card game set in White Wolf's dark Vampire: the Masquerade world. These cards are *fully compatible* with the new Vampire: the Eternal Struggle CCG. This game pits rival vampires against each other in a struggle for control over the sinister World of Darkness. There are over 400 cards in the set. Limited stocks, so be quick.
Jyhad Starter Deck 76 cards, rules **$4.00**
Jyhad Starter Display 10 decks, 760 cards **$30.00**
Jyhad Booster Pack 19 cards **$1.25**
Jyhad Booster Display 36 packs, 684 cards **$30.00**

WIZ **Vampire: The Eternal Struggle**
Wizards of the Coast have released 2nd Edition Jyhad, which they have called Vampire: The Eternal Struggle. The cards are compatible with Jyhad, and both sets of cards can be used in tournament play. The rules in this new version are reformatted and easier to understand. Variant rules increase the speed of play. Only some of the artwork and cards are new. There are over 300 cards.
Vampire: TES Starter Deck 76 cards + rules **$18.00**
Starter Display (760 cards) **$162.00**
Vampire: TES Booster Pack 19 cards **$5.00**
Booster Display (684 cards) **$162.00**
Dark Sovereigns Booster Pack (15 cards) **$4.00**
Dark Sovereigns Booster Disp (540 cards) **$140.00**
Adds Clans Giovanni and Ravnos, and new disciplines. 100 new cards in the set.
Ancient Hearts Booster Pack 12 cards **$4.00**
Ancient Hearts Booster Disp (540 cards) **$162.00**
The tragic legacies of Mediterranean Kindred: the Camarillia, Assamite, & Set.
The Sabbat Booster Pack (28 cards) **$6.95**
The Sabbat Booster Display (672 cards) **$150.00**
Limited print run of over 400 new cards. The Sabbat.. Savage, diabolic. For centuries this malicious sect of vampires has rejected the ancient laws of the Undead and waged a war of blood and shadows against their enemies, the kindred of the Camarilla.

Xena

WIZ **Xena: Warrior Princess**
You assume the role of a warrior king or queen. Battling with other monarchs over the ancient lands, you command characters and use amazing actions to outwit your opponents and drive them from the battlefield. There are 180 cards in the set.
Xena Starter Deck 45 cards, rules, dice **$11.00**
There are six types of Starter Decks: **Heroic Deeds** Desperate times call for heroic deeds With this deck, you draw more cards than your opponents. **Heroes & Valor** Offers you skilled warriors and the means to eliminate your opponent's defenses. **Siege Engine** Command a legion of expert archers and waves of fast attackers. **Tools of the Trade** Artifacts, siege engines and cavalry will rout your opponent. **Divine Wrath** When the Immortal's are displeased, someone's going down. **Immortal Favor** Send in waves of characters to attack and use the might of divine powers to evade or destroy your opponent's blockers. If we do not have the deck you order, we will substitute it with another one at random.
Xena Starter Display 18 decks **$178.00**
Xena Booster Pack 12 cards **$4.50**
Xena Booster Display 540 cards **$180.00**

1
ACTION
Wounded in Battle
Choose 1 character in play (your own or your opponent's) and return it to its player's hand.
"Well, Hippocrates, a man with a wound like that shouldn't be moved." —Xena

Trading Card Accessories

CRF81117 **Magic the Gathering Collector's Album** **$9.00**
A stunning collectable card game 3-ring Collector's Album, designed for Magic: the Gathering, but usuable with any cards, of course! Limited stocks.

CRFRPJ-N8-2U **Card Album** **$12.00**
High quality card album that fits the Superpro Sheet Card Holders.

GYM **Superpro Sheet Card Holders (1)** **$0.50**
Each sheet fits in the above Collectors Album Ringbinder, and fits 9 cards. The plastic is totally transparent, and protects the cards from any scuffing, etc. I bought 100 pages for my Star Trek cards.

CRF81100 **DECK PROTECTORS** **$11.00**
These Ultra Pro rigid top loading card protectors are the most important accessory ever released for colletable trading card game cards. The reason? They are specially designed for such cards. The protectors are only marginally larger than the card, so that card does not float around inside the protector and get scratched - the protectors fit into the pocket album pages; you can use them during game play, and they have no PVC, so they protect the cards while in storage. There are 100 protectors in one deck. There are 10 decks in one display. For a whole display... **$99.00**
Black-back Deck Protectors These Ultra Pro rigid top loading card protectors have black, non-transparent backs, so that your opponent cannot see the backs of your cards. **$11.00 each** or for a whole display **$99.00** 10 decks.
Red-back Deck Protectors These Ultra Pro rigid top loading card protectors have black, non-transparent backs, so that your opponent cannot see the backs of your cards. **$11.00 each** or for a whole display **$99.00** 10 decks.

GYM **Floppy Card Sleeves (100)** **$2.00**
For this ridiculously little price, you get 100 card sized floppy, plastic, transparent sleeves. Each sleeve fits one card, and is a great way to protect your cards while keeping them in a usuable format.

CRF250CB **Ultimate Collection 250 Card Plastic Box** **$2.50**
Made of durable, rigid plastic, this box fits 250 trading cards.

Role Playing Games

Color Code

■ New Item Now Available and in Stock

■ New Item Not Yet Released

Alternity

CORE RULES

ALTERNITY Player's Handbook By TSR, this full color book, written especially for players, features a fast-play introduction that allows you to start playing quickly, guidelines for creating science fiction heroes, and rules for combat, challenges, encounters, aliens, mutations, psionics, and future equipment. Tons of full color & B&W art. Looks good - TSR finally made a worthy entrance into the Sci-Fi genre. 254 pages. $54.00

ALTERNITY Gamemaster Guide This full color volume with 256 pages and hardback cover has everything needed to moderate the *Alternity* game, including rules for creating characters, adventures and campaigns for any sci-fi setting; a Fast Play chapter that teaches the basics of moderating the game and provides a starting adventure; starships construction rules and a tactical space combat system; star system design rules, thirty aliens and creatures; how to designs aliens & alien artifacts, etc. $54.00

ACCESSORIES

Alternity Campaign Kit Features a four panel GM Screen and 32 pages of record-keeping aids, including supporting cast forms, character sheets, hero roster, ship diagrams, and ship logs. $22.00

Alternity Dataware This handbook provides expanded rules, game stats and descriptions for using or designing futuristic computers, robots, and other types of artificial intelligence. A comprehensive section on the cyber-reality of Gridspace details hacking, netrunning, & virtual reality. Can be used with Star Drive. $34.00

Alternity Starships For players and GMs, presenting everything about spaceship construction. Also has a list of new equipment for campaigns from the Fusion Age to Energy Age, over 16 deck plans for ships from one-man fighters to corvettes. Also drivespace, jump gates and hyperspace. *Jan'99.* $36.00

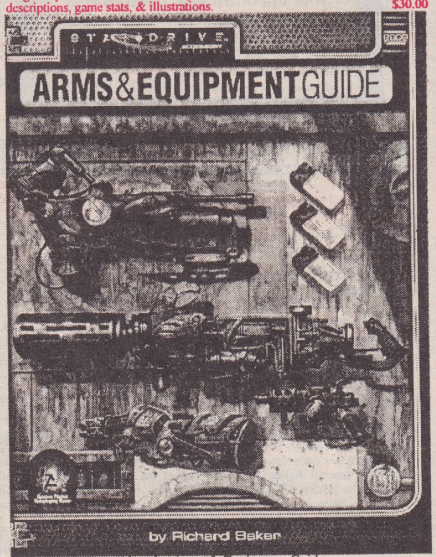
STAR DRIVE

STAR DRIVE CAMPAIGN SETTING The first campaign setting for *Alternity*. This hard cover book features stunning cover art and 256 full color pages, packed with illustrations, star maps, maps of cities, deck plans, etc. It is the dawn of the 26th Century, a time where humankind, after centuries of warfare, stands on the threshold of greatness or the brink of destruction. One entire colony in the Verge was destroyed in a matter of hours, with no survivors. Who or what was responsible? The event is called The Silence. Includes history, all aspects of 2501AD human society, from medicine, religion, cybertechnology to the Grid and robotics; 13 stellar nations; the Verge, etc. $54.00

Star Drive Campaign Supplements

Alien Compendium: Creatures on the Verge Inside this 128 page full color volume are more than 60 detailed descriptions of aliens that live in and around the planets of the verge. Creatures range from cystaline lifeforms to sea creatures. $38.00

Alternity Arms & Equipment Guide From protective gear to weapons of mass destruction, from merchant equipment to VergeTech to MegaCorps and Personal Security. More than 100 items are detailed, with descriptions, game stats, & illustrations. $30.00



Alternity Arms & Equipment Guide

Outbound: An Explorer's Guide Full descriptions of new systems and planets that can be dropped into any campaign. Each strange new alien world has new adventure material. *Due March'99.* $36.00

Planet of Darkness The planet Lison is cloaked under a veil of darkness, while its inhabitants mine precious metals. A discovery is made of something which could change the balance of power in the Oberon system for ever, amidst endless machinations between stellar nations and megacorps. *Feb'99.* $26.00

The Lighthouse Lighthouse is a starfaring outpost that roams the Verge and provides a starting point for adventure. Included are maps, ready to use supporting cast members, etc. *Due Nov'98.* $22.50

The Last Warhulk The first full length adventure for the Star Drive setting. A relic from the last galactic war is discovered. This ancient warship continues to fight, although the conflict ended decades ago, threatening millions of lives. Can you disable the ship or convince the AI to quite the war? $26.00

Threats from Beyond Details the emerging alien menace known as the Externals. These creatures have began an invasion that could wipe out humanity. *Due Dec'98.* $27.00

Star Drive Novels

The Harbinger Trilogy

1. Starrise at Corrivale Great reading – I read all 370+ pages in three days! Gabriel Connor is a Concord marine with great opportunities before him, until he is made the scapegoat of a political disaster. But as he finds himself up against the governments of two planets in the Verge, Voidcorp, and Concord friends-became-enemies, he finds Concord has not finished with him yet. While trying simply to survive, he stumbles across part of the mystery about The Silence, but he doesn't like what he finds…nor will you! $11.00

2. On the Verge The Concord marines are thrust into desperate action on the frontier of civilized space, where they are pitted against a threat from beyond the Verge. *Due Dec'98.* $11.00

3. Storm at Eldala As Gabriel Connor and his fraal friend Enda scratch out a living among the more dangerous stars of the Verge, they stumble across an astonishing revelation from out of the depths of time. *Due March'99.* $11.00

Armored Trooper: Votoms

Armored Trooper: Votoms The official licensed role playing game of AT VOTOMs, by RTG. A hundred years of deadly mechanised warfare has just come to a tentative peace. But for one man, his personal war has just begun. Hounded by a shadowy Secret Society driven to create the perfect killer, he seeks only to answer the riddle of his past, and the outcome of his ultimate Destiny. He is Chirico Cuvie, elite warrior and the Perfect Soldier the Society seeks. This book has everything you need to create a world of endless mecha combat and intrigue. Mecha, ships, troops, characters, equipment, and the most complete series background. The same style as *Bubblegum Crisis.* $42.50

Ars Magica: 4th Ed

ARS MAGICA 4th Ed The new edition of Ars Magica by Atlas Games. This is the world of Mythic Europe. It is a place where the glories of the Classical world are dust and the promise of the Renaissance is yet to come. The time is the 13th century, 1220 to be exact. Life is a struggle: wars and plagues stalk the land, the church and kings rule with an iron fist. Yet Mythic Europe is also a place of magical wonder, inhabited by all the creatures of folktale and myth. What the folk of the land believe holds true: faeries and rural spirits must be placated; demons corrupt everything they touch; divine power is accessible through prayer; and magic is everywhere. You will play a magus, a member of the mystical Order of Hermes. $55.00

A Medieval Tapestry Within these pages lies the wealth of Mythic Europe - its colorful inhabitants. This collection describes more than fifty characters in detail. It includes backgrounds, adventure seeds, relevant historical and saga information, complete statistics, etc. $37.50

Festival of the Damned Two classic adventures fully revised. The Ghoul of St. Lazare begins with the discovery of a mutilated corpse. Festival of the Damned sees the forces of Hell back in St. Lazare. $36.00

Hedge Magic Features 4 non-Hermetic magical traditions of Mythic Europe. The Cunning folk live close to the land. Natural Magicians study the classical works of antiquity, unearthing new secrets. Spirit Masters call magical beings of diverse sorts. Ascetics are able to take their minds and bodies beyond the mundane limits of the world. $26.50

Kabbalah: Mythic Judaism Delves into the Jewish Quarters of Mythic Europe, investigating the full spectrum of Jewish law, history, faith and legend. Reveals the mysteries of Kabbalah, its scope ranging from gematria to the Tree of Life to the creation of golems, and two new classes of hedge wizards: baal shem & necromancers. $37.50

Parma Fabula Contains a 4 panel GM screen and a 32 page booklet, which has a storyguide that can be used in any saga, including artefacts and other noteworthy items; a fully described library; non-player characters, etc. $25.50

Return of the Stormrider Vanquished twenty-three years ago, the tempest rises again. The Storm Steed's hoofprints scorch the earth as the Stormrider lays waste to everything in his path. Includes pregenerated characters plus the adventure. Good for new players too. $25.50

The Fallen Angel When something terribly evil from beyond the moon falls to earth, the magi find themselves frighteningly powerless. The magic must discover the secret of the demon's essence and from its native substance forge a weapon to destroy it. Then of course, they must find some-one fool enough to wield it... $22.50

The Wizard's Grimoire This fully revised edition features new templates for player character magi, essays that examine topics of concern to the wizardly class, rules for improving laboratories in a myriad of ways, sample magic items, 100 new spells, etc. $46.00

Babylon Project

THE BABYLON PROJECT RPG The year is 2259. The atmosphere aboard Babylon 5, a massive space station set in neutral territory between human space and that of several fractious alien races, is tense. The Earth-Minbari war is over, but trouble is brewing between the Nam and the Centauri. And rumours are circulating - rumours of political chaos back on Earth, of colonies in rebellion, and of the Shadows - a force so dark and powerful that it destroys entire fleets without any survivors. This officially approved RPG of the popular TV series *Babylon 5* is a full color, glossy publication. Full of color paintings inspired from the series, as well as sector maps, photos from the series, and rich background information - without giving away any of the secrets. By Chameleon Eclectic. $48.00

Babylon Project Gamemaster Resource Kit Includes a stunning 3 panel GM screen, master copy of the character record sheet and character worksheet, two full color pages of common logos, battle patches, and a full color booklet with optional game rules, stats on the Explorer starship, & race information. $24.00

Earthforce Sourcebook It's finally been released! Outlines the structure of Earthgov's military arm, delves into military life, details Earthforce facilities and ships, and features a complete miniatures game of ship to ship combat, with ship record sheets provided for most Earthforce ships, and some Nam, Centauri, and Minbari ships, and with color cut-out counters for all ships. $38.00

Earth Colonies Sourcebook A companion to the Earthforce Sourcebook, which covers humanities military presence in space, this is a complete guide to civilian life in the Earth Alliance sphere, and covers the Mars colony, etc. *Due Dec'98.* $38.00

Baron Munchausen

BARON MUNCHAUSEN The Extraordinary Adventures of A highly irregular and amusing, complete roleplaying game in just 24 pages! By Hogshead Publishing. The whole book is written by the Baron himself, who digresses into one of his stories every other paragraph. To quote the Baron, "My game is a simple one, based upon a ritual I observed in the tribes of the remote Amazon, which they practise while preparing food. I was able to study the ritual in some depth since I had undergone the misfortune of being captured and was indeed the food…ah, but I am meandering again. The game is simple. The players sit around a table, preferably with a bottle of an interesting liqueur or a decent wine to moisten their throats, and each takes a turn to tell a story of an astonishing exploit or adventure. The telling of the tale is prompted by one of the others (the game has 200 ready-made story ideas) and the rest of the company may interrupt with questions and observations, as they see fit, to which the tale-teller rebuts or avoids. The winner buys the others a drink, and then the game starts over again. $12.00

Blue Planet

BLUE PLANET RPG Set in the year 2199, on a water planet called Poseidon, this game is a beautiful, and credible, extrapolation of the future results of humankind's destruction of the Earth's ecological resources. Searching the universe in the year 2078AD, a probe finds a traversable wormhole that leads to the discovery and colonization of Poseidon. During the next century the colony thrives in isolation, as civilization on Earth collapses. Now the desperate and greedy people of Earth have reestablished contact with the colony, and return to exploit the valuable life-prolonging xenosilicate "Long Jong." Meanwhile, in the depths of Poseidon's oceans, the natives of the world pursue their own mysterious goals. 346pp. $45.00

Blue Planet: Archipelago The largest and most heavily settled group of islands on the world of Poseidon. This is a frontier survival guide, with detailed maps, rich descriptions, key groups and conflicts, latest rumors, clues, plot lines, etc. $30.00

Blue Planet: Cutting Edge The high-tech frontier of Poseidon. Covers computers, cybernetics, genetic engineering, vehicles, weapons, and alien nanotechnology. *Due Dec'98.* $30.00

Bubblegum Crisis

BUBBLEGUM CRISIS RPG Based on the hit anime video series, the Bubblegum Crisis RPG is packed with art and information never before published in English - it's everything you need to play in the world of 2033 AD. The AD Police were established as a special branch to deal with riots and terrorism. They now use military weapons, armored vehicles, and powered armor to protect MegaTokyo from the Boomers that increasingly rampage through the city. Yet even bravery and firepower of the AD Police are insufficient when faced with Genom's ever-evolving combat Boomers. MegaTokyo's help comes from The Knight Sabres, a mysterious team of vigilantes equipped with weapons years in advanced of others: hardsuits and robotic motorcycles. $40.00

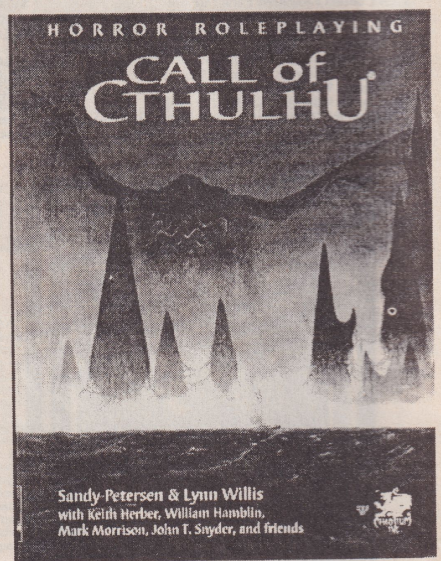
Bubblegum Crisis: Before & After Details the events, characters and equipment from the two spin-off series from BGC; AD Police which takes place before Bubblegum Crisis, where before the Knight Sabers, only the AD Police stood between man and machine; and Bubblegum Crash, set after BGC, where admidst a sea of robots and androids, the ultimate evil is back - and only the Knight Sabers stand between MegaTokyo and the total destruction of Bubblegum Crash. $28.95

Bubblegum Crisis EX Has a heap of stuff *not* in the anime series, including 3 new battlemovers, 5 new motorcycles, 7 new power suits, 7 new motoslaves, personal items, hardsuits and mods, new weapons, 24 new boomers, original Japanese artwork, complete fuzion game stats, adventure, etc. $25.50

Call of Cthulhu

HORROR Beyond the comforting realms of society lurks an ancient and terrifying conspiracy - a sinister, eldritch mythos seething with malevolent desires. An excellent RPG! By **Chaosium.**

Call of Cthulhu 5th Edition The Great Old Ones ruled the earth aeons before the rise of man. Remains of their cyclopean cities can still be found on remote islands in the Pacific, buried amid the shifting sands of vast deserts, and in the frozen wastes of the polar extremes. Originally they came to this world from the stars. Now they sleep – some deep within the earth, and others beneath the sea. A highly recommended atmospheric, gothic-horror RPG set in H.P. Lovecraft's 1920s Earth. A real treat for serious roleplayers. The 5th edition is completely re-typeset and illustrated, and features a wealth of supplementary material - it looks great. Features include 4 scenarios, The Dreamlands, forensic pathology, an entertaining historic timeline, an illustrated bestiary. $57.00


HORROR ROLEPLAYING
CALL of CTHULHU
Sandy Petersen & Lynn Willis
with Keith Herber, William Hamblin,
Mark Morrison, John T. Snyder, and friends

1990s Handbook A revision of *Cthulhu Now*, and also bringing Call of Cthulhu to the mid 1990s. New equipment detailed includes surveillance paraphernalia, computers, and lethal and non-lethal weapons. Role of the government, police, crime, etc. $22.00

Adventures in Arkham Country Five adventures, running the length of the Miskatonic Valley. Investigators can visit Arkham, Bolton, Dunwitch, Falcon Point, Kingsport, & the Dreamlands. Ancient temples, degenerate deep ones, strange disappearances. $34.00

Arkham Sanitarium Contains a large number of useful forms for use in the RPG. Death certificates, insanity certificates, patient records, and even fingerprint forms, & a 25 page Sanitarium prescription pad. $28.50

A Resection of Time a 64 page scenario book. At first, the death of successful archaeologist Kyle Woodson seemed an accident, an automobile crash turned fatal. When certain medical irregularities become apparent, the investigators end up travelling across the 1990s America until they reach ancient Mayan ruins. $20.00

At Your Door A 1990s campaign of six linked scenarios - a wealthy environmental organisation hire the investigators when a microbiologist disappears after reporting disturbing research irregularities. $30.00

Blood Brothers 13 casual adventures, each dubiously developed from old B-grade horror movies. 144 pages of fear and loathing? - not quite, but certainly a lot of distinctly farcical fun. $32.50

Blood Brothers II 9 terrifying tales for use with Call of Cthulhu. Each tale explores a horror genre depicted on the Silver Screen, & is specially constructed to be completed in one or two evenings. $32.50

Coming Full Circle The little town of North Ashfield is not the kind of town where evil dwells. Yet it not only dwells, but it thrives. The ghosts of the past and the horrors of the present feed on the town. $31.95

The Complete Dreamlands Fourth Edition, expanded and revised. Provides all you need to know to enter the land of dreams: a travelogue of the Dreamlands, a huge gazetteer, statistics for over 30 prominent NPCs, a bestiary of over 60 monsters, a map, two adventures, 100 pages of background information. $37.50

Cthulhu Creature Companion This collection of over 100 creatures is a must for any Keeper. It contains all the game statistics for each monster, as well as a travelogue of additional detail from the famed Mythos explorer Sir Hansen Poplan. Contains most of the material from Ye Booke of Monstres I & II. *Due Oct.* $34.00

Dark Designs 3 adventures set in Southern England during the 1890s: Eyes for the Blind, The Menace From Sumatra & Lord of the Dance. Includes character generation & Keeper's notes for this period. $32.50

Day of the Beast Originally published as *The Fungi From Yuggoth*, this revised, new edition also has 50 pages of new material including three totally new adventures. Set in 1927, the investigators must travel to four continents and the planet Celaeno. $33.95

Dead Reckonings An anthology of scenarios set in mysterious New England. Set in Arkham, Dunwich, and the small village of Martin's Beach, these adventures span the spectrum of terror. Herein the dead walk, shadowy cults clash with monstrous forces, and an abomination awaits rebirth into something worse. $25.50

Delta Green By Pagan Publising, 298 pages. The largest Cthulhu sourcebook ever. Inside you'll find a secret history of the 20th century, and the movers and shakers who are players in the game: Delta Green, the outlaw conspiracy working inside the US government to fight the darkness, Majestic-12, etc. Plus new skills, new spells, new weapons, two scenarios, etc. $47.50

Encyclopedia Cthulhiana 2nd Ed This 2nd Ed reference guide has been expanded and revised. New features include new entries, thumbnail illustrations of the most important signs & symbols, a timeline of the Cthulhu Mythos, etc. $27.00

Escape From Innsmouth Recreates Lovecraft's most haunted locale. Here are all of the terrible places, brooding characters, evil tomes, and monstrous inhabitants of Innsmouth. This is a revised second edition with an entirely new section. $38.95

Fatal Experiments Three 1920's adventures, the 3rd being extremely dangerous. Also details new and old weapons, such as custom made guns, eg, Duck's Foot Pistol. $32.50

Horror's Heart This dangerous investigation is set in Canada, in the 1920s. The investigators meet the powerful Lavoie family of Montreal and learn what imperils them, and glimpse a strange cult that thrives in Quebec. $22.00

Before the Fall Innsmouth Adventures Prior to the Great Raid of 1928 Four dangerous adventures set in Innsmouth, in whose harbor the fish always seem to bite unusually well. *Due Aug.* $22.00

In the Shadows A disappearance, a plea for help, the strike of sudden madness. Three new mysteries lure the investigators into adventure. Each requires heaps of evidence gathering and is life threatening, requiring teamwork. $20.00

Keepers Compendium 80 pages, blasphemous knowledge and forbidden secrets of the Cthulhu mythos. An excellent book of background including forbidden books, secret cults, alien races, mysterious places. $21.00

King of Chicago Guide to Chicago in the 1920s, featuring background material & scenarios. Lose your sanity in Al Capone's home town ! 128 pages. Marseilles in France is also visited. $18.50

Minions Fifteen short scenarios and brief encounters designed for one or more intrepid investigators. What business has the mysterious prowler following an investigator home? What does Farmer Billman have buried squirming beneath the woodland floor? $20.00

No Man's Land The setting is WW1, the Arden Forest. You are members of the famous Lost Battalion, confronted by German soldiers & the arcane forces of the Cthulhu Mythos. *July.* $25.50

Nocturnum: Long Shades By Fantasy Flight. The Nocturnum campaign introduces a new alien evil to your *Call of Cthulhu* game. This first book contains a wealth of background material on this malignant new force, as well as three complete adventures. This is a post-modern setting. $34.00

Secrets Secrets that have been allowed to fester and darken in the shadows. This Fright Night scenario pack is suitable for beginning GMs and investigators, and the adventures also by experience investigators. Handouts and maps. $15.00

Strange Eons Three adventures set in unusual times and places: in Renaissance Spain during the logical, dread, and austere Spanish Inquisition; in a twenty-first century lunar outpost; and in Elizabethan England, among certain talented playwrights. Six pregenerated characters are provided in each scenario. $25.50

Taint of Madness Sourcebook discussing the recognisable forms of insanity, the historical treatment of the insane, how the mad or the incompetent are handled, and what the legal complications of being classified insane may portend. $32.50

The 1920s Investigator's Companion Split into four sections. The Roaring Twenties which details life in that period; On Becoming an Investigator which offers 140 different occupations and uses of skills; The Tools of the Trade including various forms of transportation, investigators' equipment and guns; Words of Wisdom - advice to the investigator on how to survive. $32.50

The Bermuda Triangle 1990s sourcebook. What secrets lie within the Devil's Triangle? Why was the Mary Celeste abandoned after it passed throught Triangle's waters? What caused the disappearance of an entire flight of Avengers in 1945? This is a guidebook to the entire Caribbean region, and has heaps of hard facts & Cthulhu ideas about the Bermuda Triangle. $30.00

The Compact Arkham Unveiled A panoply of Arkham, circa 1928. It's business, scholars, skills, tomes of power, costs, relationships, criminals, cultists, and ordinary honest people are lovingly detailed and located, with frequent references to Lovecraft's writings. This is a revised 2nd edition of Arkham unveiled. $32.50

The Compact Trail of Tsathuggua When ancient writings are discovered on a floating iceberg, an expedition is formed at Miskatonic University to investigate. The second scenario focuses on the living horror growing behind the sasquatch legend. $15.00

The Dreaming Stone Set in the Dreamlands. There, the investigators will travel through many realms of wonders. The Temple of Loveliness at Kiran, the Jungle of Kled, the Great Library of the Dreamlands, the desolate Forbidden Lands, and the Far Side of the Moon. Will the investigators be able to halt Nyarlathotep's plan before it is too late? $20.00

The London Guidebook Explores London during the 1920s. Discover secrets and arcane facets of this fog-shrouded city of mystery. Explore the strange tunnels beneath the city. With scenario, maps. $25.50

The New Orleans Guidebook New Orleans in the 1920's is a city of many faces. The gaiety of Mardi Gras is juxtaposed with rampant corruption. The genteel decline of the French Quarter, the location of the city's original settlement, stands in contrast to the rich opulence of the Garden District. $29.00

The Realm of Shadows A 1940s campaign by Pagan Publishing. Has source material on ghouls, the Cult of the Chamel god, and the notorious Cultes des Goules, as well as four adventures that take investigators through Massachusetts, the Dreamlands, and the rain forests of French Guiana. 200 pages. $35.50

Utatti Asfet A modern globe-trotting campaign. Investigators travel from Tonga to Louisiana to the Sudan, and then back to Tonga for the climatic meeting with the "Eye of Wicked Sight", set in the 1990s. $35.50

Ye Book of Monstres II Dozens of new races and individual creatures for use with the Call of Cthulhu RPG. Includes outer gods, eldar gods, Great Old Ones, Avatars, Servitor Races, Independent Races, Fabulous Creatures, and Unique Entities. $20.00

CTHULHU MYTHOS ANTHOLOGIES

1. The Hastur Cycle A definitive collection of stories about He Who Is Not To Be Named. These are classic stories by Lovecraft & his circle. $17.50

2. Mysteries of the Worm 2nd in the series of classic Cthulhu mythos fiction edited by Robert M. Price. $18.50

3. Cthulhu's Heirs New collection of tales, modern authors follow in the squidgy footsteps of Lovecraft & pals. $18.50

4. Shub-Niggurath Cycle A collection of tales about Shub-Niggurath, the Black Goat of the Wood, an evil deity. $18.50

5. The Book of Iod Thirteen short stories by Henry Kuttner, friend of Lovecraft and Bloch. $18.50

6. The Azathoth Cycle Sixteen horror tales concerning the ultimate chaos, a god that created the universe by mistake, or as a joke. $18.50

7. Made in Goatswood 17 stories written by authors who admire the works of Ramsey Campbell, including one story by Campbell himself. All stories are set in that fearful part of Severn Valley. $18.50

8. The Dunwich Cycle 9 stories set where horror begins - in the Dunwiches of the world the old ways linger. Places that shelter horrifying truths. $18.50

9. The Disciples of Cthulhu The disciples of Cthulhu are a varied lot. They are obsessive, loners, dangerous, seeking to convert or use others. $18.50

10. The Cthulhu Cycle The latest collection of tales from the Cthulhu Mythos, this one starring the great tentacled monstrosity himself. $18.50

11. The Necronomicon Includes short stories and scholarly essays concerning that most unholy and blasphemous of Mythos tomes, the Necronomicon. $21.00

12. Xothic Legend Cycle The complete Mythos fiction of Lin Carter. $18.50

13. Nyarlathotep The Mighty Messenger of the Outer Gods, Nyarlathotep has also been known to deliver tidings from the Great Old Ones. All of these stories revolve around this god of a Thousand Forms. $18.50

14. Singers of Strange Songs Eleven new tales of horror, as well as three reprints of excellent but little known work by Mr Lumley. $22.00

15. Scroll of Thoth Twelve tales of the Cthulhu mythos by Richard L Tierney, all focusing upon Simon Magus and the Great Old Ones. $22.00

16. The Complete Pegana Newly set versions of Dunsany's first two books, Gods of Pegana and Time and the Gods. $22.00

17. The Innsmouth Cycle The Taint of the Deep Ones in 13 tales, including the spectre of nuclear weapons, a Freedom of Information Act searching the government coverup of Innsmouth. $22.00

18. Tales of Innsmouth A shadow hangs over Innsmouth, home of the mysterious deep ones and the secretive Esoteric Order of the Dagon. An air of mystery and fear looms...waiting. *Oct.* $22.00

19. The Book of Eibon A tome so ancient that it was originally written in the Hyperborean language, long before Atlantis. *July.* $22.00

20. Nightmare's Disciple This first full-length Cthulhu novel contains a wealth of terror. About an insane cultist bent on freeing a monstrous goddess from imprisonment. Opposing him is a dectective. Set in the modern world, mature readers only. *July.* $25.50

21. The Ithaqua Cycle Includes 13 tales related to Ithaqua, the Wind-Walker. *Dec.* $22.00

22. Alien Intelligence: Delta Green By Pagan Publishing. Eight tales of cosmic horror and personal apocalypse, as the agents of Delta Green, now working without any government support, continue to fight against the rising tides of darkness. $20.00

Champions

Champions has been sold to Hero Games by R.Talsorian Games.

CHAMPIONS: The New Millennium SUPER HEROES The world of flying super heroes and super villains. By R.Talsorian Games & Hero Games. With 200 pages, 16 in color, this all new edition of Champions features the new combined Hero/RTG system, FUZION. The old Champions are all dead, but their enemies now prey on the world. Dr Destroyer, Black Paladin, Mechanon, Eurostar, to name a few, are bigger and badder than ever. Only you can stop them. You have newfound unearthly powers, but are you tough enough for the job? Features a powerful story driven setting, you can create the superhero *you* want to create; and you can design super powered weapons, martial arts and vehicles. With complete character write ups for the new Champions and their enemies, history, organisations, Bay City. $42.50

Champions TNM Limited Edition Hardcover Only 300 in print.*Nov.* $75.00

Champions: Alliances You can't do it alone. You can do things that most people only dream about, but being a hero is a hard job - you need alliances. But not just heroes need allies, the bad guys need allies too. Now get the inside data on the Guard, the Arcadian Academy, the Scions of Caine, Odyssey Research Institute, over two dozen new high powered characters, two new settings, etc. $23.50

Champions: Bay City Information on Bay City, where some of the greatest heroes and harshest villains on Earth call it home - it's the paranormal capital of the world. Details regions, neighborhoods, 30 hot spots, 20 new heroes and villains, new powers, etc. $34.00

Champions Worldwide Key cities like London, Paris, Rome, Cairo, Hong Kong and more are detailed as a tightly woven series of stories takes the heroes on a worldwide quest. New villains, new cities. *Due Dec'98.* $34.00

New Bedlam Asylum Dark Champions series. Takes you on a descent into madness, as you journey through the inferno of the psyche. A complete sourcebook of a very twisted setting for any modern or near-modern game, including Champions and Dark Champions. *Due Jan'99.* $47.50

The Ultimate Martial Artist 2nd Ed All the real-world martial arts plus many fictional styles, over 100 in all. Lets you create your own martial art styles, also martial arts weapons. *Due Nov'98.* $47.50

Changeling

CHANGELING: THE DREAMING 2nd Ed RPG The last game in White Wolf's World of Darkness setting, which includes Vampire, Werewolf, and Wraith. Enter into the realm of modern fantasy! Here faerie knights battle for control of ancient fiefdoms under the very noses of the mortal world. This game is filed with fantastic beings of myth and legend, from the towering honorable trolls to the sly and elusive sluagh to the mischievous pooka. These children of the Dreaming find themselves trapped on Earth, the ancient pathway to their home closed seemingly for ever. In order to survive they mask themselves in human guises and even live normal lives. This new edition does not use cantrip cards! 294 color pages. $54.00

Changeling Dice Ten D10 dice with bag. $14.00

Changeling Player's Guide Here you learn new secrets behind the origins of the nine kith. Discover the 13th kith of the Nunnehi Nations. Delve into the secrets of new Arts, and explore new Legacies and backgrounds. $37.50

Changeling Storytellers Guide Clarifications of existing rules, guidelines for maximizing use of chimera in your game, a complete FAQ list. & expanded rules for dieceless roleplaying. $33.00

Changeling Storytellers Screen 2nd Ed Screen containing all the most useful charts: an introductory story, crossover rules. $25.50

Dreams and Nightmares Enter the world of myth and dreams. Many changelings venture into the Dreaming in search of their nearly forgotten paradise, Arcadia. Others come here in search of treasures and Dream stuff, others for adventure. $27.00

Freeholds & Hidden Glens Freeholds, concealed from the eyes of mortals, are places of splendor that dot cities and countrysides across the Earth. Any site where changelings gather may become a freehold, and some ancient glens containing natural wellsprings of Glamor still exist today. Explores seven freeholds. $25.50

Immortal Eyes: The Toybox San Fransisco, site of the resurgence of the fae on Earth. This city is perhaps the most important to the fae, for the Glamour is more powerful here than in any place on Earth. No other city contains more freeholds & magical sites than this one. $25.50

Immortal Eyes: Shadows on the Hill Welcome to Hawaii, one of the world's natural splendors. From its glittering waterfalls to its fiery volcanoes and black sand beaches. Hawaii is considered to be one of the most beautiful places in the world and a haven for Kithain seeking to flee the ravages of Banality. $10.00

Immortal Eyes: Court of All Kings The Emerald Isle. Ireland - the heart of Celtic myth & legend. Here is a land divided by petty kings, a land of ancient mysteries & of powerful magic. And most sought of all is Sivler's Gate, the last gate to Arcadia - hidden along the island's rocky shores. $25.50

Inanime: The Secret Way The few remaining vessels of the Dreaming endure in the hidden corners and secret enclaves of the world, remembering as best they can the lost days. They are the Inanime, the last children of the Great Slow Empires that now sprawl across the Earth in mute, immobile ruins. Sourcebook. $32.00

Isle of the Mighty Journey to a land of ancient magics and hidden wonders - the isle of Great Britain. This *Changeling/Mage* crossover explores the hidden realms and secret societies of both mages and Kithain. $37.50

Kithbook: Nockers Although nocker creations are highly prized among the kingdoms of the Kithain, most changelings bear little love for these dour and foul-mouthed tinkers. So brusque is nocker personality that few take time to get to know them. $20.00

Kithbook: Satyrs Wild passion is at the heart of all satyrs. Yet they are held in high regard for their wisdom. With a complete history from their origins in ancient Greece to the modern day, new merits, flaws, and treasures only available to satyrs. $25.50

Kithbook: Sluagh Known as whisperers in the darkness, these Kithain are a mystery. Explore the secrets of these most elusive fae..but beware, there are some secrets best not learned. $20.00

Kithbook: Trolls Truth, honor, justice. It is for these things that trolls stand. Silent and strong, the trolls are often looked upon the protectors of fae kind. But once the trolls ruled the kingdoms of the fae, and maybe will again one day... for now the trolls continue their silent vigil - watching, waiting. $20.00

Kingdom of Willows The tranquil South holds the promise of endless summer for the Kithain of Concordia. But promises fade, dissolved by unspoken rivalries and dark despotic dreams. Beneath the gilded mask of Sourthern Hopitality, a madman's ambition gnaws at the heart of the land. Amid a flurry of hopes and dreams, High King David and his new queen, Faerilyth, begin a grand tour of Concordia in King Meilge's realm. Then disaster strikes. $30.00

Land of Eight Million Dreams Details an entirely new setting – China, a land where divided by both form and court, the hsien struggle to survive in a world of mortals who have turned their backs on the spirit, and a world where other supernatural beings would destroy them. *Due Nov'98.* $34.00

Nobles: The Shining Host From time immemorial the noble sidhe have ruled the fae. Learn their secrets of power: how and why they maintain their chokehold over the commoners. This book covers the history of the nobility, from their return in '69 and the Accordance War which followed. $20.00

Noblesse Oblige: The Book of Houses Since the Mythic Age, the noble houses have been hailed as the leaders of the fae. Though most know only a little of these houses, few truly understand them. Finally, here is a discourse on the five most powerful houses. $30.00

The Autumn People The world is a deadly place for the fae. Autumn People are everywhere - they bring dullness and tedium to the world. They destroy both chimera and changeling alike. The Dauntain are dark and twisted, & hunt and destroy the fae. $20.00

The Enchanted Sometimes the mortal children of Kithain are chosen by the Dreaming to be part of the world of Enchantment. Though not truly changelings, these people can interact with the fae and are often swept up in their adventures. $25.50

The Shining Host Live roleplay Changeling rules. Welcome to the world of the Dreaming, where the dreams are real. This book has everything you need to bring the magic and mystery of *Changeling* into a live action setting. From chimera to cantrips, satyr debauchers to sidhe nobles. And they're waiting for you. $27.00

CHANGELING NOVELS

1. The Splendor Falls
Baby switching, mischievous tricks, magical abilities. You've heard the stories and legends, but what is the truth about faeries and changelings? $10.00

Immortal Eyes Trilogy

2. Shadows on the Hill The six changelings are trying to find a way back to the land of the dreaming, but so is the Forsworn prince, but for his own dark purposes. Can they stop him? $10.00

3. Court of All Kings One of the Changelings' own has betrayed them. Now he sails for Ireland, ancient home of the sidhe, accompanied by the forsworn Prince, who has three of the faerie treasures known as Immortal Eyes. The remaining oathmates must follow in search of the 4th and final Eyestone. $10.00

Chivalry & Sorcery

MEDIEVAL FANTASY One of the all-time classic medieval role playing games, now in its 3rd Edition. **By Highlander Designs.**

CHIVALRY & SORCERY This new 3rd Edition has a character creation system for both point based and randomly generated characters, or a mixture of the two, in about half-an-hour. Optional rules allow for special abilities, flaws, determining your character's Astrological sign and much more. There are 16 character vocations, a new Skillscape system which allows any character to develop any skill; there are over 250 skills; a new Crit Die system, which allows for quick and realistic results. You need three 10-sided dice. There are seven mage vocations, heaps of spells, rules for creating magical devices, over 175 magical materials, and rules governing the creation of a Mage's focus. The game is set in late thirteenth century Europe, but includes a huge magical/fantasy element. 200 pages. $34.00

Anderia Further explore the world introduced in The Dragon Reaches of Marakush. Enter the region of Anderia, partake of the lush and verdant geography, marvel at the inhabitants & their politics. $30.00

Chivalry & Sorcery GM's Handbook All the info the GM needs, including awarding experience, designing your own adventures, creating monsters and creatures, how to run a feudal setting, and a complete fantasy setting, including map. $30.00

Chivalry & Sorcery GM's Shield Your typical GM screen as well as a 16 page booklet with a scenario guide and seven new magical devices of power. $18.00

Creatures Beastiary Hundreds of creatures, animals and monsters, demons, dragons, giants, faeries, trolls, undead, etc. Pictures for each, and heaps of variants on most creatures; new rules for monsters and flying creatures. $39.00

Stormwatch Your party has been charged with creating a buffer zone between the nation of Elb and the advancing Orc horde. For 4 - 8 characters of 1st to 3rd level. With eight character cards. $13.50

The Black Dragon Reaches of Marakush Sourcebook that presents a complete fantasy world, including an overall history, wide range of different settings, races, religion, magic, languages, currency, gazetteer, timeline, social background tables, new creatures and technology levels. $25.00

Conspiracy X

CONSPIRACY X RPG Based heavily on the X-Files. By New Millennium Entertainment. You work for a secret US government organisation, Aegis, who has been aware of extraterrestrial presence on Earth for over forty years. You monitor alien activity and attempt to counter alien endeavours that you feel threaten humanity. But you go head-to-head with another secret US government organisation, "Black Book". This organisation co-operates with the aliens, assisting in alien abductions of humans and hideous genetic experiments, in building and maintaining alien bases on earth, and in trading technology. But this other organisation has more money, better equipment such as alien technology and psychers, etc, so right from the start your work is cut out for you. 224 profusely illustrated pages. $51.00

Aegis Handbook You are mankind's only hope. What they don't know will hurt them and keeping the truth secret is the only way to protect them. With expanded Aegis recruitment, new backgrounds, more character traits and the newest equipment. Details how to conduct investigations & cover-ups. 160 pages. $42.50

Atlantis Rising The most human of all aliens, the Atlaneans may be humanity's greatest enemy or our only hope. Immortal, invulnerable, possessed of astounding technology, they sit astride the pinnacle that mankind hopes one day to achieve. With history, culture, nanotechnology, NPCs, adventure. $32.00

Conspiracy X Game Master's Screen GMs Screen filled with easy reference charts and tables. Also has a 48 page booklet detailing a pregenerated AEGIS team with complete bios, stats, & cell info. Also a mission. $27.00

Cryptozoology Cryptozoology is the study of unknown terrestrial lifeforms. We know them as Big Foot, Sasquatch, Loch Ness Monster, Yeti, etc. All these and more are revealed in this book. This 128 page book also introduces two new organizations, the Royal Cryptozoology Society & Titandae. $32.00

Exodus: Saurian Sourcebook 65 million years ago they fought a war

on the Earth so devastating that it nearly destroyed the world and everything on it. Those who survived fled to the stars, looking for a new home. Now they are back amongst us, hiding their reptilian forms under false human flesh. Has their technology, history, culture, spacecraft, eight nations, etc. *Due Dec.* $30.00

Forsaken Rites The supernatural sourcebook. Has new descriptions of incarnate, ghosts, demons, and other supernatural beings. An extensive grimoire of rituals, a history of magic. New rules for using rituals, exploring supernatural sites, and battling corruption. And a full adventure. $28.50

Nemesis: The Grey Sourcebook Thousands have reported seeing flying saucers and little gray aliens. Hundreds have described horrifying abductions and experiments. Aegis operatives have been watching Grey activity on Earth for decades, and they are no closer to the truth - until now. This book explains all. $30.00

Psi Wars: Bodyguard of Lies 1 Using nightmares as weapons, the enemy threatens to drive the most powerful among us insane. Includes an adventure pitting your agents against this terrifying psychological menace, new weapon and vehicle stats, hazardous materials, etc. $28.50

Shadows of the Mind Using psychics as pawns in its struggle for world domination, Aegis has created several successful programs to develop and utilize psychic powers, all of which was hidden behind masks of secrecy. Details the governments horrific experiments, the Soviet connection, mind control technologies, etc. $32.00

Cyberpunk

SCI-FI A hyper-tech near-future of corporate wars, bio-engineering, cybernetics, designer drugs, manic street gangs and a neon-frenzy computer netherworld - very atmospheric. A superb, fast moving RPG. **By R.Talsorian Games.**

CYBERPUNK 2nd Edition R.Talsorian Games have finally reprinted the 2nd Ed Cyberpunk roleplaying game, which has been out of print for months. (It could be another year before we see a 3rd Edition.) $42.00

CYBERPUNK 3rd Edition In 2022 the two mightiest corporations in the world went to war, and touched off a blaze which engulfed the globe. That was years ago. Things have settled down since, but nothing is the same as it was...This new edition of Cyberpunk will be advancing the timeline forward from 2020 by a few years, and adding some new elements which will give the setting a more post-modern, as opposed to post-apocalyptic, feel. Features the new FUZION system, like Bubblegum Crisis. *Due March '99?* $45.00

Blackhand's Street Weapons 2020 A complete compilation of statistics and information on every knife, pistol, SMG, bullet, grenade, and piece of personal artillery available in 2020. Prices, damage capabilities, availability and illustrations so you'll know whether that Boosterganger is pointing a peashooter or a hand cannon at you. $13.50

Chromebook # 2 One of the most popular Chromebooks is now back in print. Covers new cyberware including a remote, removable eye, equipment, weapons, including the Rhinemetall Railgun and the Anti-Matter Rifle, both great for dealing with all forms of power armor and metalgear. Also details heaps of new full-body replacement packages - the latest trend in survivability: chameleon devices, etc. *Due back ever?* $23.50

Compendium of Modern Firearms 224 page comprehensive sourcebook covering everything from pistols & sniper rifles, to grenade launchers & night vision goggles. Illustrated with photos. $39.95

Corp. Book III Features the energy giants - Petrochem and SovOil, details holdings, personnel & equipment, as well as backgrounds on the international power industry and the 2nd Corporate War. $16.95

Cybergeneration 2nd Ed It is 2027. The Cyberpunk movement is dead, crushed beneath the jack boots of the Incorporated States of America, a tyrannical techno-government that rules through media, money and unstoppable cybernetic might. But a new force has taken to the street to carry on the battle their parents lost. Raised on danger and deception, forged in the fires of a mysterious nanotech plague that has ravaged the 21st century, the handful of angry juvegangers now wield incredible powers that defy both science and cybertech. They are the Cybergeneration. $37.50

Deep Space 2nd Ed Near Orbit, updated to 2020, with report Mars exploration, maps of the O'Neil orbital colonies, moon colonies, more ships, & some Orbital politics. $20.00

Ecofront For Cybergeneration, an info packed journal outlining a specific aspect of the CyberRevolution. In this volume you get the basics on fighting the war for the environment, with information on various Eco-groups, the state of the ecology, and the tools of bioengineering. You can run a strike with the EcoRaiders, etc. Includes the new cyberevolved scouts. $16.95

Edgerunners Inc Wanted: Talented individuals possessing high-tech weaponry and grey to black cyberware for extraction, body-guarding, asset acquisition, smuggling, investigation, demolitions, code-cracking, repossession, damaging corporate property, and engagement in other profitable but only remotely legal operations. $20.00

Firestorm: Stormfront The first of two books presenting the events and participants in the Fourth Corporate War. This one focuses on the early stages of the War between OTEC & the Eurocorp CINO. Soon Arasaka and Militech are drawn into the conflict. With water technologies and warfare and the growing sniping war between the corps. This book is the connection between the current edition of Cyberpunk, an the new 3rd Ed coming out next year. $30.00

Firestorm: Shockwaves The second of two books presenting the events and participants in the Fourth Corporate War. Now, as brutal battles continue between Arasaka and Militech, cities around the globe turn to rubble. No more covert operations, edgerunners and troops are holding gun battles down the main streets of cities around the globe. Tons of new information. $29.00

Home of the Brave Major sourcebook of the USA in 2020. Includes all 50 States, history of America's fall, the New America with work, education, religion, family, entertainment, etc: the Government, the Armed Forces organisation, history & equipment, creating military characters, & the state of the Union. $23.50

Land of the Free The first boxed supplement for Cyberpunk. Your team of edgerunners is hired to take a scientists daughter from New York to Night City - and so begins an adventure of betrayal, secrets, and danger. Nothing is as it seems. With a 120 page adventure book, 2'x3' map of the USA with all major cities, cardstock vehicle plans, business cards, clues. $30.00

Live and Direct In the 21st century, no one and nothing has more effect on the people than the media, its creators, and its reporters. Military strength and economic might are hallmarks of nation-state and mega-corp alike, but it is influence - the ability to shape perceptions, opinions, and even emotions of billions of people worldwide - that ensures the power of the media. $20.00

MediaFront The nation's populace is fed an unending stream of propaganda and psychological sedatives via the myriad forms of electronic entertainment which permeate ISA culture. Can the Cybervolved break the iron grip the government has on the minds of the masses? For Cybergeneration. $16.95

Neo Tribes In 2020s America, the Urban Sprawls that seem to stretch on forever are dwarfed by vast expanses of open country, abandoned after the collapse. Areas once choked with cities and humanity are now home only to lonely ribbons of asphalt, , jackrabbits, and the Neo-tribes, nomads who have given up life under fluorescent light & eating pre-pack, in exchange for starlight, freedom & a life of riding the range, living their own way. $20.00

Pacific Rim Sourcebook The Pacific Rim. The name conjures up images of high-tech glitterlands. Here every dream can come true, realised by the tech-wizards of the Orient. But under the Westernised exterior lie traditions thousands of years old, and beneath the clean streets lurks a shadow world more sinister than any American sprawl. Covers from Hawaii to China, Japan to New Zealand and Australia. The Rim has it all, smuggling, piracy, and revolutions. $23.50

Rache Bartmoss' Brainware Blowout Like Blackhand's Weapons, this book gathers and presents all the software, cybermodems, and computers from all Cyberpunk books. Also stats from all the new stuff in the Netrunner Trading Card game. Tons of illustrations. $23.50

Rough Guide to the UK Great Britain, the birthplace of Punk music, punk fashion, and Punk attitude. There's a Queen on the throne now but martial law still rules a quarter of the country. The book also covers media, society, a general overview of each administrative region, such as Scotland, Sussex, Wales, etc. $20.00

Solo of Fortune II 96 pages including America's top ten solos, the latest in walking vehicles and heavy armaments, full-borg Adam Smasher speaks his mind, civilian and military trends over the next ten years, lots of interviews, info behind the iron curtain, South America, etc. $23.50

Tales from the Forlorn Hope Contains 8 adventures that begin in a bar where SouthAm vets hang out, includes a corporate extraction with a twist & a monster hunt in the wilds of Eastern Europe. $16.95

VirtualFront Rache Bartmoss returns from the grave again to lead the Cybergeneration on an invasion of the global computer net. For Cybergeneration. $20.00

Wildside Sourcebook on the man in the middle - the fixer. Lets you dive into the hi-rise world of financial factors, backstage manipulations of agents & managers, the info bros, specialising types of fixers, eg, lowlife Leeches, Go-Betweens, create your own "organisations', etc. $20.00

When Gravity Fails Sourcebook for a dark-future Moslem ghetto in the Middle East. Features notes on Islam in the future, personality chips, gender-engineering, mind drugs, & a sexy adventure. From the novels of George Alex Effinger $20.00

Dark Conspiracy

DARK CONSPIRACY 2nd Ed Referee's Guide Shapes that rip and tear. Shadows that live in corners. Windows in space and time that lead to realms of madness and decay. A dark, lurking horror that feeds off the echoing anguish of a billion souls. When an ancient, brooding evil is released from its dimensional prison, humanity's worst nightmares come to life. Set in the near future – can you turn back the forces of darkness? Contains material from the previous version of the main RPG, Dark Races and Proto-Dimensions, a large section on new dimensions to explore, and adventures. *Due Nov '98.* $38.00

Dark Conspiracy 2nd Ed Player's Handbook A new dark age has come, and the world desperately needs new heroes. This player's handbook contains all the rules to create and run characters in the world of Dark Conspiracy, including material from the previously released game, Dark Tech and Empathic Sourcebook. Has revised character sheets, an expanded equipment list, and empathic abilities section. *Due Nov '98.* $38.00

Dark Conspiracy 2nd Referee's Screen Typical GM screen plus a 48 page adventures taken from Ice Daemon and Nightsider. *Due Dec '98* $38.00

Dark Rumors Vol 1 Two adventures. Characters must make a mystic trip to Moscow for the knowledge needed to save New Boswash. Then characters must search for a 1,000 year old wizard and his talisman. *Due Jan '99.* $38.00

Dark Rumors Vol 2 Two adventures. In New Orleans, people are disappearing, and something in the swamps north of the city is responsible. In Hellsgate, characters travel beyond the asteroid belt to unlock a gate to hell. Life is about to become terrifying! *Due Jan '99.* $38.00

Deadlands

DEADLANDS RPG The Wild West in the 1870s USA, but with many differences - one being that Cthulhu has visited the game! By Pinnacle Entertainment. The year is 1876, but the history is not our own. The American Civil War rages on, neither side able to establish a clear advantage. A large portion of California has fallen into the sea. The Sioux Nations have reclaimed the Dakotas. And the dead walk among us. Players take the roles of hexslinging Hucksters, Mad Scientists armed with weird, steampunk gizmos, deadly Gunfighters, fearless Indian braves and wizened Shamans. In 1863, a vengeful warband called the Last Sons unleashed the manitous (like Cthulhu monsters etc) upon humanity, and nothing has been the same since. A few relentless heroes have returned from the grave to battle the abominations of these new myths and twisted legends, and their mysterious masters, the Reckoners. $55.00

City O' Gloom This boxed set covers the area in and around what was once Salt Lake City. Includes 128 page sourcebook which covers the history and current state of affairs, 32 page digest on augmentations of the human body, 32 page book of new hexes, a complete popular bloodsport game, full color two sided poster map, card pieces for the game, and card inserts. $55.00

Deadlands Poker Deck Two complete decks of playing cards with the most wicked Weird Western art. $32.00

Deadlands T-Shirt XL T-shirt saying *I Am the Law!* $32.00

Devil's Tower Part 1: The Road to Hell A chain of events begins unfolding in *City O' Gloom* that will change the Weird West forever, beginning with the murder of some of Professor Darius Hellstromme's scientists. Can be played with *City* or by itself. $19.00

Devil's Tower Part 2: Heart O' Darkness The jewel named Heart O' Darkness is apparently in the impenetrable prison fortress on Rock Island. Can you break *into* the prison? $19.00

Fire & Brimstone Rules for how to play blessed folks from many major faiths, from Bible-thumping Christians to enigmatic Buddhists. There are also more than 60 miracles for the faithful, two dozen all-new gifts and 20 different forms of divine intervention, plus a spine-tingling adventure. $36.00

Ghost Dancers Packed with everything you need to play Indians. It's got new Edges, Hindrances, Knacks and gear, 40 shamanic favors & 15 rituals. Notes on the differences between the tribes, six kinds of shamanic medicine, & the legendary hunting grounds. $35.00

Hucksters & Hexes Hucksters draw their knowledge of magic from cryptic codes scattered through *Hoyle's Book of Games.* Reveals Hoyle's secrets and 100 new hexes & arcane lore. $35.00

Law Dogs Blam! Blam! "Stop or I'll shoot!" Shoot first and ask questions later – if the thing you shot is still twitching. This is the sourcebook for the lawmen of the Wild West, with over 100 guns, rules for hexslingers, updates to the combat system, etc. $38.00

Marshal Law Revised Your typical GM screen and two all new yarns chock full of horrific secrets guaranteed to send shivers down your hero's spine! Also a new character sheet. $25.50

Rascals, Varmints & Critters Over 50 kinds of things you'd maybe rather not run into on a moonless night (or at any other time, for that matter). Also new rules for animal sidekicks, new facts on undead, dozens of adventure hooks, etc. $38.00

Smith & Robards Mad scientists and their weird gizmos are the focus of this book done in the spirit of a famous catalog. Traditional weapons and elixirs, ornithopters, submersible boats, steam tanks, and other fantastic devices. $36.00

Tales O'Terror: 1877 Advances the Deadlands timeline one year. Heaps of detail about the current state of affairs in War Between the States, the Great Rail Wars, presenting heaps of mysteries. Also new rules for hexes and Marshals, etc. $38.00

The Book of the Dead Draws back the curtain of death and reveals the secrets of those who have been beyond the veil-and back. These die-hard heroes live with the curse that while they should be pushing daisies, an evil manitou has hooked into each of their souls, keeping them from rightful rest. Contains rules for generating and running undead characters in the game. $36.00

The Quick & the Dead The guide to the weird west, including the election of '76, the Great Rail Wars, the twisted tales of the High Plains, the low-down on towns such as Deadwood, Tombstone and Dodge, new rules for posses and Marshals, arcane lore on knacks, relics and duels. A 144 page hardback book. $47.50

Twisted Tales This here book's got space in it for you to record your posse's wanderings in the Weird West, plus there's a deluxe character record sheet, and rules for giving faithful writers a bonus for their efforts. $8.50

Weird Wailin's The Deadlands music CD! About 60 minutes of music to set the scene when roleplaying the game. $27.00

DIME NOVELS

Perdition's Daughter Ronan Lynch, Bad Luck Betty and Velvet Van Helter had no idea what they were up against when they took on a job to free a rich man's son from the religious cult he'd joined. It all seemed simple enough. Contains a novelette and small adventure. $8.50

Independence Day Celebrate the 4th of July in the Disputed Lands! Ever since he turned up dead, Roman Lynch has been wandering around the Weird West, trying to stay out of trouble that follows him like a hungry bear. He ends up working with Wyatt Earp. $8.50

Night Train Our undead gunslingers next adventure finds him in the town of Varney Flats just as the ominous Night Train rolls into town. This is the third Dime novel, including an adventure. $8.50

Strange Bedfellows The fourth Dime novel. Ronan Lynch doesn't know what's in store for him when he checks out that mysterious Wasatch camp basking in the light of the full moon. But it's more than he bargained for. $8.50

Ground Zero Ronan Lynch's friends are in the worst spot of their lives. Not only have they failed to stop Billy Stormwalker from destroying a sacred cacm in the Savage West, but they've lost Ronan to an evil manitou. $8.50

Savage Passage Ronan and his companions attempt to foil the plans of the nefarious Doctor Helstromme. Includes rules for converting characters from Deadlands to Werewolf:Wild Wst. *Due Dec '98.* $8.50

See Deadlands in the Miniatures section for The Great Rail Wars and range of miniatures.

Deadlands Hell on Earth

Futuristic Wild West The horrific and fantastic Wild West in the 2090s USA! **By Pinnacle Entertainment.**

DEADLANDS: HELL ON EARTH RPG The year is 2094 AD, but the future is not our own. The Last War ended 13 years ago when the supernatural doomsday bombs fell, killing billions and terrorforming the world into a vast Deadland, allowing the mysterious and powerful Reckoners to manifest in the flesh. These unholy beings rampaged across the Wasted West, decimating the survivors of the Apocalypse, and then they suddenly disappeared. Since then, humanity has struggled to rebuild. The cities shudder beneath still howling storms. In this complete RPG, players take on the roles of radslinging Doomsayers, Law Dogs, brain-burning psykersi righteous Templars, scavenging junkers, or simply gun-toting survivors. This is a hardcover edition. $57.00

Radiation Screen The typical GM screen plusa full length adventure called Apocalypse Now! where the characters have to find an irradiated ghost-rock bomb. Also has character sheets. $28.50

Advanced Dungeons & Dragons

By TSR

Dungeons & Dragons Fast-Play Game

D&D Fast-Play Game: Wrath of the Minotaur Perfect for introducing new players to AD&D. Includes the D&D Fast-Play Game, an extended step-by-step tutorial for new DMs by one of the top game designers, and an exciting adventure that takes starting heroes into a terrible dungeon to face the wrath of the dreaded minotaur who resides there. *Due Jan '99* $9.50

D&D Fast-Play Game: Eye of the Wyvern Perfect for introducing new players to AD&D. Includes the D&D Fast-Play Game, an extended step-by-step tutorial for new DMs by one of the top game designers, and an exciting adventure that takes starting heroes into the uncharted wilderness to face the fury of a dragonlike wyvern. *Due Feb '99.* $9.50

INTRODUCTION

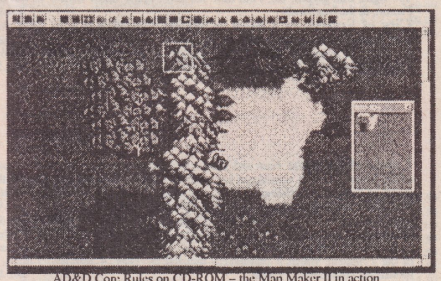
The Audio Introduction to the AD&D Game Epic roleplaying adventures with knights, dragons and magic. Picture a world filled with monsters, treasures, and daring deeds waiting to be done. Imagine crumbling stone towers and mysterious underground dungeons waiting to be explored and plundered. Imagine yourself as a mighty hero, a cunning wizard, or a stealthy thief, facing every adventure with your sword or magic. A complete introduction to playing AD&D - this boxed set has everything you need to get started playing the most popular fantasy roleplaying game, and includes an audio CD to help you to learn! $37.00

CORE RULES

Player's Handbook Revised 2nd Ed. The AD&D 2nd Ed Players Handbook has come out in a brand-new, all color hardback format, with a fresh and exciting layout and many dozens of new illustrations - a feast for the eyes as well as the imagination! Containing the newly updated and corrected 2nd Edition rules for players, 320 full color pages. $55.00

Dungeon Master Guide Revised 2nd Ed. The greatest of the AD&D gamebooks - the all new, all color AD&D 2nd Ed Dungeon Masters Guide. This printing contains the complete, updated, and fully corrected text of the earlier 2nd Ed version, but in a gorgeous new format. 240 pages. $45.00

AD&D Core Rules CD-ROM 2.0 The 2nd Edition AD&D rules on CD-ROM. Has complete text of nine key AD&D rule books, reference over 2,000 pages of interactive rules. Character generation includes all *Players Options* rules – create, maintain and print fully detailed characters. Map Maker II and Campaign Mapper let you create and link detailed overland, city or dungeon maps in full color. Dice Roller software automatically rolls and totals all kinds of dice rolls, with modifiers. Generate treasures and encounters. $110.00



AD&D Core Rules on CD-ROM – the Map Maker II in action.

AD&D Adventure Dice Set A set of 7 opaque poly dice, being D4, D6, D8, D10, D12, D20, D00s, in a vinal pouch. $13.00

MCC1 Monstrous Manual The definitive sourcebook of monsters for the AD&D world. This 384 page hardback book contains lots of critters from MC1, MC2 & a few other sources. Some updated material plus heaps of colour illustrations. $55.00

Tome of Magic 2nd Ed. New forms of Wizard magic - elementalists, metamagic & wild magic; new Priest spheres - chaos, law, numbers, thought, time, war & wards! & new magic items. 192 pages. Now in softcover format. $38.00

AD&D Dungeon Master Option Rulebook: High Level Campaigns 192 page softback book, which offers heavy duty advice for carefully constructing and maintaining many sorts of AD&D high-level campaigns. Has dangerous opponents, saga-length campaign ideas, divine intervention, spy networks, etc. $35.00

AD&D Player's Option Rulebook: Combat & Tactics all the optional combat rules any gamer could want are in this book. With an advanced and improved tactical melee system, critical hits and wound-and-injury effects, armor destruction and repair, new weapons from ancient times to the renaissance, monster tactics, terrain effects $35.00

AD&D Player's Option Rulebook: Skills & Powers House rules with new character abilities, ways to expand old powers, new sensory powers, development of personal goals and motivations, zero-level characters, new races as characters, etc. Softcover. $40.00

AD&D Player's Option Rulebook: Spells & Magic New rules for spells and magic, new schools of magic for wizards, and brand new spells for both priest and wizard players. $42.50

ACCESSORIES - CORE MATERIAL

Book of Artifacts 160 page hardback describing a wealth of magical items. Includes info on how to create artefacts so that megalomaniac players can wield ludicrously powerful trinkets! $39.00

Chronomancer The last and most dangerous fantasy world lies not in space but in time. At last, the Plane of Time is open to those few wizards who would risk everything - even their own existence - to visit ancient and forgotten lands. With new spells, powers, realms. $20.00

Magic Encyclopedia Vol. 2 Continues the above; each entry includes brief description, illustration, original page ref. & GP value. $17.95

DM's Screen and Master Index Revised DM's screen incorporating all the most commonly referenced tables from the AD&D rule books in an easy to use, ready reference format that keeps them handy during play. The master index to AD&D rulebooks makes it easy for anyone to get access to complete info on any topic or rule in the AD&D game. $16.95

AD&D Character Record Sheets These are the all new AD&D 2nd Edition Character Record Sheets, where you can record your character's ability scores, possessions. $16.95

ACCESSORIES - CAMPAIGN MATERIAL

Arms & Equipment Guide Comprehensive catalogue of weapons, armour and equipment for the Medieval period. Includes item cost & correct application, plus lots of nifty illustrations. $34.00

Charlemagne's Paladins Combines the period of Europe's Holy Roman Empire and the wars against the Saxons, but spiced liberally with rich folklore. Campaign of the dawn of chivalry. $25.50

Complete Book of Villains Creating and handling memorable & challenging foes, by helping DMs develop each aspect of those villains, making them more real. $33.00

Country Sites Every DM has a wilderness, but what about special encounter areas, such as ruins, country manors, roadside inns, and villages? Includes adventure hooks. $17.00

Dragon Mountain A deluxe dungeon set - deluxe can be interpreted as meaning large color maps suitable for miniatures, cardstock figures, player handouts, and endless hordes of monsters patiently waiting for a greedy bunch of treasure-hunters to bash the daylights out of 'em and steal the loot! $51.00

Dungeon Builder's Guidebook How to construct terrifying underground dwellings. With 32 pages of map templates, a random dungeon generator, tables for stocking dungeons with tricks, traps, and treasure, & tips and guidelines. $28.50

Glory of Rome Another title in this excellent series, but it too is unfortunately short, with just 96 pages of information. It is nonetheless a great start for an historic campaign setting. $30.00

Monster Mythology Campaign details on Divine Beings & abilities, Avatars, priesthoods, and the Gods of the Demihumans (Elves, Dwarves, etc), Goblinoids (Orcs, Goblins, etc), Underdark races (the Drow, etc), Giants, the Seas, the Skies, Scaly Folk, Dark Folk, and the Sylvan races. $27.00

Sages & Specialists New rules and specialised nonplayer character classes to use in any campaign world. These nonplayer characters are unique in that they can grow and develop along with the players' characters. $37.00

The Dancing Hut of Baba Yaga A witch the size of a tree with a house on her back like a snail - except the house/hut is bigger on the inside than on the outside; a madhouse of magic & death. $17.00

World Builder's Guidebook Chock-full of tips, hints, tables, and menus to help you design your own fantasy campaign world compatible with any roleplaying game system, complete with a convenient pad of design forms and aids. $37.00

ACCESSORIES - PLAYER'S MATERIAL

Deck of Magical Items Here's a box of 432 cards, each displaying all the pertinent player information of a particular magic device. $38.00

PHBR1 Complete Fighter Manual Covers character creation, warrior kits (sub-classes like Amazon, Barbarian, Berserker), role-playing personalities, new combat rules, fighting styles, called shots, parrying, martial arts, hit locations, tournaments, weapons, variant armor, & more! 124 pp. $38.00

PHBR2 Complete Thief Manual Includes the Code of the Professional, new proficiencies, thief kits (sub-classes like acrobat, spy, bounty hunter, etc), details on serious thieves' Guilds, new tools & weapons, the Arts of Deception, new rules (mugging, animal assistants, poisons, etc), & the Thief Campaign! $34.00

PHBR3 Complete Priest Handbook Features the basic premise of Clerics & pantheons, complete for designing new faiths, sample Priesthoods (ie: Arts, Death, Fortune, Oceans, etc), Priest kits (PC sub-classes like Barbarian, Outlaw, Prophet, Scholar, etc), role-playing personalities, plus Priestly items. $37.00

PHBR4 Complete Wizard Handbook Details the role of Schools of Magic in AD&D and how to create new Schools for campaigns, Wizard kits (PC sub-classes like Academician, Mystic, Peasant Wizard, Witch, etc), role-playing personalities, combat for Wizards, unusual spell-casting conditions, spell research, Illusions, 42 new spells, helpful familiars, debilitating afflictions, fantastic materials, etc. 128 pages. $38.00

PHBR5 Complete Psionics Handbook Covers the Psionicist character class, a psionics campaign, mind-monsters, psionic combat rules, Wild Talents, plus powers for Clairsentience, Psychokinesis, Psychometabolism, Psychoportation, Telepathy, and Metapsionics! 128 pages. $37.00

PHBR6 Complete Dwarves Handbook Features 6 Dwarven Subraces, Dwarven culture & ideals, character creation, proficiencies, Dwarf kits (PC sub-classes for Warriors, Priests & Thieves), role-playing personalities, mining, new weapons & war machines, Dwarf Strongholds, and campaign play. $37.00

PHBR7 Complete Bard Handbook Has character creation, Bard kits (PC sub-classes like Gallant, Jester, Riddlemaster, Thespian, etc), dual-classed or multi-classed Bards, Dwarven Chanters, Elven Minstrels, Gnome Professors, Halfling Whistlers, new proficiencies, Bard abilities, 7 new spells, magic items, musical instruments, song types, reputations, performances, Bard Colleges, patrons, etc! $34.00

PHBR8 Complete Elves Handbook Features Elven racial variations, physical & mental attributes, stages of life, diet, music, society, rituals, Holy days, myths, funereal ceremonies, extra proficiencies, the Bladesong fighting style, archery modifications, arrow breakage, unusual equipment, new magic, artificial limbs, campaigns, PC sub-class kits (herbalist, bladesinger, etc), and more! 118 pages. $38.00

PHBR9 Complete Book of Gnomes & Halflings Details the inventive, mechanically minded Gnomes, and their more leisure-seeking (fantasy version of a couch-potato) cousins, who have turned stealth into an art form that makes ninja look like elephants. This book promotes character development & enriches the game environment. $34.00

PHBR10 Complete Book of Humanoids Drastically expands the racial parameters of player characters (& major NPCs) to include centaurs, giants, leprechauns, ogres, & more. Allows players to role play monsters rather than just humans, elves, dwarves, etc. $37.00

PHBR11 Complete Ranger's Handbook Details rangers, loners who brave the wilds and unknown, tracking, secking, and hunting. This book details all relevant rules and tables, their skills and development, kits such as Forest Runners, Falconers, Guardian, Pathfinder, Stalker, etc. With new spells and magical items, new proficiencies, etc. 128 pages. $33.00

PHBR12 Complete Paladins Handbook In the fight against evil, the paladin stands as Good's supreme, undaunted champion. This accessory helps you to play the noblest warriors of AD&D. Create or enhance your paladin with new proficiencies and equipment, new rules for bonded mounts, and paladin kits like the divinate, envoy, ghosthunter, skyrider, and indomitable wyrmslayer. $37.00

PHBR13 Complete Druid's Handbook Druids love forests, but they also love the arctic tundra, tropical rain forests, savannas, even the fungi caverns of the Underdark. $34.00

PHBR14 Complete Barbarian's Handbook Warriors, thieves, and spellcasters from primitive societies, even Stone Age fantasy cultures. New skills, expanded rules, nonhuman barbarians, etc. $32.00

PHBR15 Complete Ninja Handbook Presents the ninja, a combination of spy, thief, and secret warrior, who takes on the most dangerous and deadly missions of all. Humans from any culture can be become ninjas. $34

ACCESSORIES - MISCELLANEA

1994 Annual Monstrous Compendium Vol 1 Compiles a years worth of monsters from 1993 AD&D products. There are also some entirely new creatures. Over 100 denizens of the land, sky, sea, and underdark. All illustrations are in color. $37.00

1995 Annual Monstrous Compendium Vol 2 Compiles a years worth of monsters for the entire line of AD&D game products released in 1994. Includes dinosaurs & pleistocene creatures. $37.00

1996 Annual Monstrous Compendium Vol 3 Compiles a years worth of monsters for the entire line of AD&D game products. There are also some entirely new creatures. $37.00

1997 Annual Monstrous Compendium Vol 4 Collects new monsters from a wide array of AD&D game products during the past year, plus new monsters never seen before. With full color illustrations. *Dec '98.* $37.00

1999 Dragonlance Calender 12 great art prints. $27.00

College of Wizardry The wizard's guild is a powerful institution in the major cities of most fantasy campaign worlds. But little is known about these mysterious and exclusive organisations. Until now. With a full color poster showing the towers of Mathg $30.00

Deck of Encounters Set # 1 432 cards with unique and exciting encounters with monsters or nonplayer characters. The DM can choose cards & arrange as desired, or can be drawn at random. $40.00

Deck of Encounters Set # 2 432 cards with all-new and exciting encounters with monsters or NP characters. $40.00

Deck of Psionic Powers 288 cards that each feature a psionic power. Psionic battle rules, monsters, & other essential info is also presented in the deck. No more consulting rule books! $30.00

Encyclopedia Magica Volume 1 A-C 384 hardbound book that lists and details every single magical item created for AD&D. Includes new magical devices, color & B&W illustrations. $45.00

Encyclopedia Magica Volume 2 D-P 416 pages with every single magic item from AD&D for letters D-P, with new material and rules clarifications. $45.00

Encyclopedia Magica Volume 3 P-S 416 page book detailing every AD&D magical item ever created. $45.00

Encyclopedia Magica Volume 4 S-Z 416 pages that detail all of the magic items for AD&D. $45.00

GR1 Strongholds Lots of 25mm colour cardboard cut-out buildings - specifically an urban selection taken from FR8, WGA2, WGA3, and the Castles box set - ideal for street scenes. $40.00

GR4 Treasure Chest Collection of hooks, or ideas, for adventures. Each hook features full color handouts - one for the DM, another for the players. This way the DM fools the player as to the real goal of the characters mission. $22.50

Wizard's Spell Compendium Vol I Every official wizard spell created for the AD&D game is collected in this set of reference books, using the same format as the Encyclopedia Magica series. This volume holds over 1,000 spells from many AD&D materials. $45.00

Wizard's Spell Compendium Vol 2 Continues the collection of every official wizard spell for the AD&D game from The Player's Handbook, Tome of Magic, Complete Wizards's Handbook. $45.00

Wizard's Spell Compendium Vol 3 The official reference book and definitive source for wizards spells in the AD&D game. Spells have been collected from rule books, campaign settings, supplements, adventures, even magazines dating back to 1975! $45.00

Wizard's Spell Compendium Vol 4 completes the monumental collection of every official wizard spell for the AD&D game. $47.50

MISCELLANEOUS ADVENTURES

A Paladin in Hell Takes high-level characters on a wild ride into the Lower Planes to fight evil as a righteous paladin's funeral is dragged down into Hell. Brings back such fiends and foes as Emirikol the Chaotic, Asmodeus, & other Dukes of Hell. $26.00

Dungeon's of Despair Need a challenge for your players? Are your heroes brave enough to enter the deepest, darkest, dungeons and the wildest wilderness settings anywhere? 2nd to 4th level characters. *Due Feb '99.* $24.50

Player's Option Adventure: Gates of Firestorm Peak The first adventure using the full range of optional rules presented in the Players Option Combat & Tactics, Skills & Powers, Spells & Magic. For character levels 6 - 15. More info later. $34.00

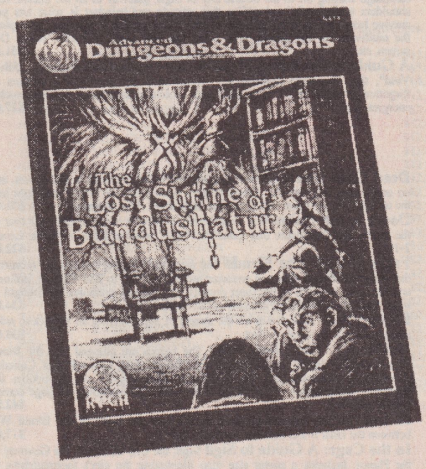
Moonlight Madness The curse of lycanthropy has struck and a stalwart band of heroes must race the moon to find a cure before one of them does something they will regret. You'll encounter hermits, sphinxes, dinosaurs, pixies, amazons, bandits... $20.00

Reunion An RPGA network adventure for Al Qadim. A villain's greed causes the destruction and dispersion of an entire tribe of desert nomads. There are three adventures, one you play the men, another the women, the last the children. $17.00

RPGA TSR Jam 1999 Compiles the best of the RPGA's retail demo adventures from 1998 into an anthology. Has adventures set in AD&D (all campaign worlds) and Alternity. *Due March '99.* $24.50

The Lost Shrine of Bundushatur Buried for more than a century, the ancient temple of Bundushatur has resurfaced. What lurks within its catacombs? *Due Nov '98.* $17.00

The Shattered Circle The ancient circle of standing druid stones has been shattered, breaking its wards and letting monstrous evil into the world. Can your heroes solve the mystery? For 1st level players. *Due Jan '99.* $17.00



Monstrous Arcana

A Darkness Gathering First in a three part series that pits player characters against the dark agenda of the Illithids, who have risen up again, ready to enslave the surface races. They plan to extinguish the sun. Can be played alone. $17.00

Masters of Eternal Night Sequel to A Darkness Gathering. The player characters must unearth an ancient alien object deep within theheart of a snow-covered crater. $17.00

Dawn of the Overmind Sequel to Masters of Eternal Night.Completes the series. The adventurers journey over a world of ancient ruins. Buried somewhere there is an ancient illithid artifact that can stop them. $26.00

I, Tyrant First in a new series of heavily illustrated Monstrous Arcana reference books, detailing the nightmarish world of beholders, creatures of tremendous intelligence and magical power. Beholders are covered from every angle: their architecture, psychology, goals, weaknesses, etc. $30.00

Eye of Doom Second in a new series of heavily illustrated Monstrous Arcana reference books, detailing the nightmarish world of beholders, creatures of tremendous intelligence and magical power. The trail of horror leads deeper into the abyss of the beholder underworld, levels 6 - 10. $13.50

Eye to Eye The adventure trilogy reaches its shattering climax when the heroes face the mightiest of the eye tyrants. Twice the length of the other two adventures, levels 8 - 12. $22.50

Evil Tide An adventure that ties into The Sea Devils accessory. All along the coasts, villages have been devastated by the rampages of the horrible fishmen. A call for help is sent to the adventurers - but not all is as it seems. This is part one of a trilogy. $15.00

Night of the Shark Sequel to Evil Tide, but can be played by itself. The fury of the evil fishmen is greater than anyone imagined, and their raids of terror threaten to destroy a kingdom. How can we stop them? $17.00

Of Ships and the Sea The open sea, primal and unknown, beckons. Rules for sailing ships to exotic lands, and two systems for conducting naval combat. Also extends below the waves, revealing the secrets of underwater adventuring and exploration. The rules support The Sea Devils and the Sahuagin adventure trilogy. $34.00

Sea of Blood Sequel to Night of the Shark. The trail of death and destruction caused by the fishmen leads beneath the waves and into the heart of their watery kingdom. Can be played by itself. $23.50

The Illithiad Inside this lavishly illustrated, full-color tome you'll find detailed information on mind flayer society, psychology, anatomy, history, their enemies & new psionic disciplines. $34.00

The Sea Devils The sahuagin are known by many names: Devil Men of the Deep and the Sea Devils being the most common. This color illustrated 96 page book details the highly organised structure of their society, insight into their predatory mind, their dark deity, one of their villages is outlined in detail, etc $32

Odyssey

Tale of the Comet Boxed set. Strange lights in the sky, propheeies of doom, and a threat unlike any other draw the heroes to Aston Point. In this small frontier town, the fate of the world will be decided. If the heroes and their strange new allies defeat the invaders, they must pass through a portal to another battlefield, a metal city on a far-distant world, where aliens fight desperately against death machines intent on exterminating all organic life. A 32 page book, two 64 page books, maps, charts, posters. $51.00

Tale of the Comet Novel Worlds collide when a comet crashes into the mountain village of Aston Point. After the comet is revealed to be a starship from a faraway planet, the townsfolk are dragged into a deadly battle between the alien Rael and a sinister artificial intelligence. $10.00

Tomes

Jakandor: Island of War! The Knorr barbarians, driven from their homeland, wanted nothing but freedom and an honorable existance when they landed on the shores of Jakandor. What they found was an island occupied by despicable wielders of vile magic, who rely on legions of animated corpses to do their fighting. Two campaigns in one. Players choose one side of the conflict, either the race of wild barbarians, or the clan of technomancer wizards. $37.50

Jakandor: Isle of Desinty The history,culture, politics, religion, cities, attitudes, and magic of the Charonti people-a natin of wizards-is fully detailed. Allows to you play them as player characters. Has a color map of Jakandor, & the Charonti's unique magic system is detailed with new kits & new spells. $37

Jakandor: Island of Legend Close the epic struggle between the wizards and the barbarians. Legendary battles and quests that will either unite the two groups or destroy them. $40.00

Return to the Tomb of Horrors The most popular of all AD&D game adventures. The demi-lich Acererak was slain and the tomb cleansed of its terrors - or so we thought. But evil pilgrims migrated to the tomb, each trying to

take Acererak's place, but even these twisted necromancers have no inkling of the true evil that grows beneath their feet. With a 160 page adventure book, 32 page illustration book, 16 page book of maps & monsters. $55.00

The Rod of Seven Parts The Rod of Seven Parts is one of the most powerful artefacts in the AD&D game. The heroes face the incredible challenge of finding and piecing together all seven parts and harnessing the power of the Rod to defeat the Queen of Chaos and Miska the Wolf-Spider. Includes adventure books, a book of monsters, player reference cards, and 6 detailed poster maps. $51.00

The Rod of Seven Parts Hardback Novel When a thief stumbles upon a part of the Rod, a clash of powers erupts that threatens to destroy his own world and many others. By Douglas Niles. $35.00

Planescape

PLANESCAPE CAMPAIGN SETTING A ready to run campaign starting off in the bizarre city of Sigil, gateway to all the planes. Rub shoulders with fiends, and realise that attitude and mindset is what lets you survive here, not prowess in combat. Introduces all that's necessary to explore the multiverse of the planes, with rules, the city Sigil, monsters, maps, DM screen, etc. $51.00

A Guide to the Astral Plane The first-ever detailed guide to the "Silver Void", this accessory supplies key information on the drifting corpses of forgotten gods, the evil race of githyanki, violent astral storms, strange psychic energies, etc. $27.00

A Guide to the Ethereal Plane Ethereal environments and conditions; how the alien medium of the Waveless Sea affects combat and magic; new spells & magical items; islands in the Deep Ethereal that obey no rules but their own; complete listing of creatures of the Ethereal; new player character races. $31.50

Dead Gods Something's killing gods and other high-ups in the planes, and no one knows who or why. Leads players throughout the planes and right into the middle of events that will shake the multiverse. Two adventures. $51.00

Doors to the Unknown Four short adventures takes heroes on a tour of the deadly and the bizarre that spans the Astral, Inner and Outer Planes. Levels 2-10. $22.00

Faces of Evil: The Fiends The enigmatic fiends, malevolent monsters that wage the Blood War and terrorize mortals - come to life! Culture, politics, and lifestyles of some of the most dreaded and popular creatures are brought to light. Everything you want to know about fiends. $34.00

Faction War All-out war on the streets of Sigil, forcing all to choose sides and prepare for the final conflict. $38.00

Hellbound: The Blood War The heroes are plunged into the Blood War, the millennia-old conflict between the fiends of the Lower Planes. Contains shocking revelations about the fiends and their origins and introduces the legendary commanders of the Blood War. Boxed set including 16 page comic, books, mapbook. $42.50

In the Abyss Adventure which quests into the heart of the Blood War between the tanar'ri and baatezu. levels 7 - 10. $17.00

In the Cage: A Guide to Sigil Sigil, the City of Doors, the Gateway to the Planes. Includes a poster size map illustrating the city's thoroughfares in stunning color. Visitors will explore the city ward by ward and discover the criminal elements of each. $25.50

Monstrous Compendium Planescape Appendix 128 pages of monsters from the Astral, Inner, Outer, & Ethereal planes. Replaces the previous Outer Planes appendix. $38.00

Monstrous Compendium Planescape Appendix II With full color art of heaps of new beastics. $34.00

Monstrous Compendium Planescape Appendix III The creatures of the Inner Planes are vicious-beasts that thrive in raging fire, bottomless water, blinding radiance, airless vacuum. Dozens of new monsters, and a few old ones updated. $42.00

On Hallowed Ground Revealed - the inside word on the gods of the Outer Planes. Gives players new foes and powers to contend with. With new rules to expand & enhance the role of priest characters. $42.50

Planes of Chaos A boxed campaign expansion of the chaos planes, including Arborea, home of the Greek gods, the home of the Norse gods, Limbo, Pandemonium, etc. Has detailed campaign and adventure information, monster sheets, maps, etc. $51.00

Planes of Conflict A deluxe expansion for Planescape featuring six neutrally aligned planes: Bytopia, Elysium, the Beastlands, Gehenna, the Gray Waste, and the prison plane of Carceri. $51.00

Planes of Law Home to the baatezu, one of the most powerful & terrifying of all monster races. More than 200 pages on 5 new levels in the Planes, Mt Celestia, Baator, Acheron, Mechanus & Arcadia. Boxed set that containing 5 double sided poster maps. $51.00

Players Primer to the Outlands A unique audio CD geared towards GMs. The disk contains a working guide to the people and places of the plane called the Outlands. 32 pages, map, CD. $25.50

Tales from the Infinite Staircase A crossover product with Forgotten Realms that can if desired be linked with For Duty & Deity. The chaotic morass of energy and matter filling Limbo holds a dark secret, and using the Infinite Staircase, the players must in eight linked adventures uncover this dire new threat. $34.00

The City of Doors Dives into the dark realities of life in the city at the centre of the multiverse. Provides a ward by ward look at specific locations. Due Nov. $51.00

The Deva Spark Adventure - players find a deva being pursued by a bebilith. But devas are supposed to be good & lawful, and Bebiliths only hunt down evil tanar'ri, so what's going on? Player levels 5 - 9. $17.00

The Eternal Boundary An adventure for player levels 1 - 5, set in the city of Sigil, a place full of high magic & adventure. The ideal starting point for starting beginner Planescape players. $17.00

The Factol's Manifesto 160 page deluxe, full color volume that takes 15 factions (cliques that players can join) first presented in the campaign setting box and details them in full for both DM and player. There are factol essays, guidelines on faction interaction, proficiencies, magic, equipment, etc. $34.00

The Great Modron March The cute little clockwork creatures known as modrons march through the grand Upper Planes, the chaotic soup of Limbo and the horrors of the Abyss, several years before they are due. What is going on? Can the player characters help them succeed in their march? Or will they all die. $42.50

The Inner Planes Of all the planes in the multiverse, none are as hostile to mortal life as the Inner Planes. From Fire to Water, Ooze to Ice, Lightning to Ash, very dangerous! *Dec '98.* $34.00

The Planeswalker's Handbook Provides vital info about the planes and introduces new character roles and races. It also defines the new Planewalker character kit for every class and features new proficiencies, spells, and planar equipment. $34.00

The Well of Worlds A 128 page accessory with info on a number of planes, with adventures designed for a variety of player levels. Ideal starting point for a campaign. $25.50

PLANESCAPE NOVELS

Blood Wars Trilogy

1. Blood Hostages Two cousins become pawns in the most fiendish war in existence, the eternal Blood War. They enter twisted worlds where they discover they are part of a much larger plot to turn the tide of the Blood War. $10.00

2. Abyssal Warriors Ranges across the planes of existence as Aereas and Nina struggle on opposite sides of the escalating conflict, he in Sigil, she at the head of an evil abyssal army. $10.00

3. Planar Powers It is time for Tara, daughter of Aereas, and Aegis son of Nina, to make a stand. Of course, they may need some help from a skeletal god, a gnomish music maker, a fallen angel, and other powers. $10.00

Other Planescape Novels

1. Pages of Pain The silence is broken! Discover the painful truth of the Lady of Pain's memoirs. Here are the most innermost thoughts of the most feared character in the Planescape multiverse, as a man wrongly condemned to the Mazes refuses to succumb to her other dimensional prison of insanity and despair. $10.00

Birthright

BIRTHRIGHT: Campaign Setting New Edition Rediscover the Birthright campaign, a land of legend, with this new edition. The fallen god of evil, Azrai, was sundered into pieces and his blood continues to empower his wicked followers. Prevent the spawn of evil from gathering their former lord's power and rekindling the bonfire of destruction!.Due ever? $51.00

Book of Monsters A 128 page volume of one-of-a-kind creatures of horrific power and mythological proportions. They are rulers in their own right, just as the heroes are of their kingdoms. Features 54 new War Cards. $30.00

Blood Spawn Hidden horrors and timid spirits, the unknown and the unknowable, and terrors of the shadow realm. Due ? $29.00

Charge of the Cold Rider Concludes the Essence of Evil storyline. The Cold Rider is the Heart of Azrai, driven to reclaim his lost power. Old alliances are shaken. Due Dec. $22.50

Havens of the Great Bay 96 pages of history, geography, politic alliances, major characters, and traders and seafarers of Krakennauricht. Full color poster map, 110 War Cards of new Brecht, elf, halfling armies, six cardsheets. $34.00

King of the Giantdowns The Great Downs are the stuff of legends, but they are threatened by a new awnshegh, the humanoid known as Ghuralli, who strives to make his small kingdom a rival to the Gorgon's Crown. His armies stand ready to strike down the human settlers. Can you defeat Ghuralli by uniting the scattered Rjurik settlers? A 64 page adventure accessory. $22.00

Legends of the Hero Kings More than 12 adventures that can be set in any region in Birthright. $34.00

Naval Battle System: The Seas of Cerilia All the rules to add the excitement of naval combat to every campaign. Features the Naval Battle System from the Cities of the Sun campaign expansion, including the war cards, battle mat, and counters. $22.00

Shadow Moon The Essence of Evil epic storyline. An evil triumvirate opens a door into the ominous Shadow World. Hero kings must unravel the tangled threads leading into dark, unfamiliar realms, and make unlikely alliances. Due Oct. $29.00

Sword of Roele Hero-agents from Anuire and Khinasi will test their limits against the Abomination, the Chimera. $22.00

Talinie Domain Sourcebook To keep yourself on the throne known as the Oak Seat, you must control foreign interests without giving them reason to rise against you, but also beware of traitors in your own court - your predecessor didn't die of natural causes. $12.00

The Book of Priestcraft Priests are more than mere physicians tending the wounded and healing the sick - they are defenders of the realm, champions of their god, and the politicians of Cerilia. $34.00

The Book of Regency 3rd in the Books of Scions series, exploring the powers, duties, and goals of ruling in Cerilia. Includes tactical advice, new domain actions, new blood abilities, etc.Due ? $34.00

Tribes of the Heartless Wastes The savage lands of the brutal Vos, laid open at last. This campaign expansion has new rules, new spells, and details about the cultures of the frozen tundra. $34.00

Birthright Novels

2. The Hag's Contract This novel is the story of the legendary pirate king Ulrich who made an unholy pact with the Abomination, the Hag, to free his kingdom from the savage orog and goblin tribes. $10.00

3. The Iron Throne Anuire still stands. But so too does one of the greatest villains created in the gods-death - the brutal and power-hungry Gorgon. The Gorgon seeks to destroy the ancient empire, and to drink the blood-power of Roeles from the heart of Emperor Michael. $12.00

4. War Sequel to The Iron Throne. Michael Roele died trying to save his empire. Now it is fraught with anarchy and intrigue as heirs, pretenders and usurpers vie for power, threatening to tear the realm asunder. A new saviour is needed. $35.00

5. The Spider's Test Novel of the story of Richard Endier's battle of wits with the Abomination, the Spider, and his triumph against all odds that leads to the founding of the kingdom bearing his name. $10.00

Dark Sun

TSR has dropped Dark Sun, so these stocks are limited.

DARK SUN CAMPAIGN MATERIAL

DARK SUN Revised Campaign Setting The Dark Sun world has undergone a lot of changes since it was first introduced, changes that are reflected in this new campaign setting. It replaces the original boxed set while expanding beyond the Tyr region. Details Tyr, Dead Land, Bandit Kingdoms, Last Sea, Thri-Threen, Halfling Skyfarers, new expanded rules. And a psionic Primer featuring basic psionic rules & powers. $51.00

Defilers and Preservers: Wizards of Athas Provides new proficiencies, character kits, and vital information on the unique wizards of Dark Sun. Also details the new storm mage class of wizards who draw their magic from the fierce Tyrstorms raging across Athas. $27.00

Dragon Kings A 160 page hardback that expands character parameters beyond 20th level - Clerics can attain elemental form, Preservers become Avangions, and Defilers can transform into Dragons! Also covers army lists, special war vehicles (Cliff Glider, giant Undead War Beetle, etc), high-level Psionicists, Illusionist magic for Rogues, some extra monsters, 90 new spells & psionic devotions. $34.00

The Wanderer's Chronicle: Mind Lords of the Last Sea Within the depths of the Last Sea lie mysteries never dreamed of. Ruling this verdant paradise are the Mind Lords, vestiges of an age when psionic powers were at their peak. Includes an adventure. $34.00

DARK SUN NOVELS

Prism Pentad

1: Verdant Passage Kalak, an immortal sorcerer-king whose evil magic has reduced the majestic city of Tyr to a desolate place of dust, blood, and fear. His thousand year reign is about to end. $8.50

2: Crimson Legion Only Rikus, the man-dwarf gladiator who sparked the rebellion, can save the city from the armies of Urik's sorcerer-king. With a ragtag militia of templars and freed slaves, he must stand against Urik's might. $8.50

3: Amber Enchantress Sadira, the beautiful sorceress loved by both Rikus and Agis, is torn between the dark power of sorcery and the need to use magic to protect the planet's fragile ecology. $8.50

4: Obsidian Oracle Power-hungry Tithian emerges as the new rules of Tyr. When he pursues his dream of becoming a sorcerer-king, only the nobleman Agis stands between Tithian and his desire: possession of an ancient oracle that will lead to either the salvation of Athas - or its destruction. $8.50

5: Cerulean Storm Rajaat: The First Sorcerer - the only one who can return Athas to its former splendor - is imprisoned beyond space and time. When Tithian enlists the aide of his former slaves, Rikus, Neeva, & Sadira, to free the sorcerer, does he want to restore the world- or claim it? $8.50

Chronicles of Athas

1. The Brazen Gambit A templar finds himself shut out of a palace conspiracy, so exiles himself from court and joins some outlaw clerics. $8.50

2. The Darkness Before Dawn The tale of the nefarious arena, with its cruel spectacles and unruly mobs. Enter the condemned of Athas, sentenced to the fate of gladiatorial until death. $8.50

3. The Broken Blade The story of Sorak, elfling hero of the Tribe of One. Accompanied by his friend and lover, the villichi Ryana, Sorak embarks on a mission of aid for his new master, the Sage. $8.50

4. Cinnabar Shadows Maribe, one of the "New Race", is given the task of searching for Kakaim the alchemist. But she comes into conflict with the druid settlement of Quraite. $8.50

5. The Rise and Fall of a Dragon King The story of Hamanu, sorcerer-king of Urik, and his struggle to prevent his own evolution into a dragon king. As the plot unfolds, we learn the secrets of Hamanu's origins and the events that lead to his ill-fated and corrupt destiny. $8.50

FORGOTTEN REALMS

FORGOTTEN REALMS BOXED SETS

Forgotten Realms Campaign Setting 2nd Ed. Contains a 128 page book A Grand Tour of the Realms, with the Heartlands, Cormyr, Waterdeep, & other realms of Faerun. A 96 page book Shadowdale, presenting the famous town & a new introductory adventure. There are 8 pages of monstrous Compendium covering deadly creatures. 6 card sheets show nearly 100 signs, trail glyphs, etc. Four new full color maps show eastern & western Faerun, & the heartlands. $51.00

City of Splendors A boxed set featuring Waterdeep in more detail than ever before. Includes the palace of Piergeiron Paladinson, the lords and their activities, & reference material for months of adventuring. With 4 books, 128/96/64/16 pages, & 6 maps. $42.50

Empires of the Shining Sea 192 page book and 2 color poster maps. With 8,000 years of history of the Empires of the Shining Sea; the long-fallen Calimsham rises yet again, as a new ruler and new power groups take control of the former land of the genies; the rugged Land of the Lions is full of surprises; and the Lake of Steam unveils its secrets. Will you brave its seeming calm waters? $57.00

Lands of Intrigue Amn and Tethyr, two kingdoms along the southern part of the Sword Coast & considered key areas of Faerun. They are kingdoms in the midst of turmoil and change. Tethyr was originally an eleven nation but later rose & fell as a human nation. In Amn, a dark secret has arisen. 2 maps. $51.00

Spellbound: Thay, Rashemen & Aglarond A boxed set of the nations of Thay (home of the Red Wizards) and Rashemen (home of the Witches of Rashemen) and tangentially the nation of Aglarond (ruled by the Simbul, one of the 7 Sisters), which is continually targeted by Thay. 4 booklets, 3 maps, 8 monstrous compendium sheets. $45.00

FORGOTTEN REALMS CAMPAIGN MATERIAL

Calimport Leads off a series of adventures with tightly focused settings. It is named for the largest and meanest city in Faerun. Expands and supports the plots in the Empires of the Shining Sea set as well as heaps of new info. $32.00

Cult of the Dragon This 128 page book lays bare the secrets of Sammaster and the secret society of men, women, dragons, dracoliches, and…others…Now you can learn Sammaster's life, his triumphs, his ultimate fall from grace, along with the history of the Cult of the Dragon, as well as its current cells, leaders, etc. $34.00

Demihuman Deities Final volume in the Faiths & Avatars series. These are the deities of all non-human player characters. Full details on churches, priests, spells, etc. *Due Nov '98.* $27.00

Demihumans of the Realms More than 36 player character kits for the demihuman races: elves, half-elves, dwarves, gnomes, and halflings. With local culture, customs, fashions, class abilities, etc. *Due Jan '99.* $38.00

Elminsters Ecologies A geographic guide to nine fascinating regions of the Forgotten Realms world, such as the orcs of Sembia, lizardmen of the Dragon Coast, etc. 9 32 page books. $42.50

Elminster's Ecologies Vol 1: Battle of Bones & Hill of Lost Souls Two 32 page books detail the ecologies, habitats, and societies of Battle of Bones, an undead haven, & the Hill of Lost souls prairie region. Also an 8 page booklet containing encounter tables. $17.00

Elminster's Ecologies Vol 2: The High Moor and the Serpent Hills Two 32 page & one 8 pages booklets covering an area often hinted at but not explored. $17.00

Faiths & Avatars For DMs and human priest character players describing the spheres of the gods and their avatars (mortal forms) in the Realms and the organisation of their faiths. New character classes, relics, & mythology. $45.00

FOR3 Pirates of the Fallen Star Includes details on character-pirates, the Pirate Isles, the Inner Sea nations, ship types, sea combat & movement, plus an adv & glossary. 128 pages. $25.50

FOR5 Elves of Evermeet 128 pages of vivid imagery, this accessory describes all facets of elven society, philosophy, arts and culture on Evermeet. Learn about these mysterious peoples. $25.50

FOR6 The Seven Sisters Covers the fabled Seven Sisters, Simbul of Aglarond, Dove & Storm Silverhand, Alustriel of Silverymoon, Sylune, Laeral, & the seventh. The seventh sister has been unnamed until this time, but she will be revealed in this book. 128 pages. $25.50

FOR7 Giantcraft Focuses on the giants of the Realms and ties in closely with the Twilight Giants novels. Everything you wanted to know about the giants. 128 pages. $25.50

Heroes' Lorebook A 160 page compendium of the heroes whose exploits have filled dozens of novels over the past decade, from Elminster to Drizzt Do'Urden, with new biographies for heroes such as Tavis Burdun. $34.00

Pages from the Mages Back in print. New spells from mages such as Daltim, Darsson, and Myrl. Fell creatures: the Tome Guardian, the Disenchanter, the Scalamagdrion. Details of more than 40 spellbooks, appearance, history, the magic they contain, the fates of their makers. And Elminster's very own travelling spellbook. $27.00

Prayers From the Faithful Companion to Pages From the Mages. Sacred spells are revealed, and many secrets, including a hallowed album which slew six dragons, a divine tome used to attract and slay 30 thieves, the Chanting Chain, etc. $34.00

Powers & Pantheons 192 pages. Companion to Faiths & Avatars. Describes more of the religions and powers of the Realms. Each divine power is covered in depth and each entry has info about a deity's appearance, personality, worshipers, alignments, avata, church, etc. Also five showpiece temples of the Realms detailed with illustrations and color maps. $40.00

The City of Ravens Bluff In a city where the adventurers are the rule rather than the exception, things can get rather lively. Recovering from a recent war, this is a city in transition.. $47.50

Villains' Lorebook For every hero in the land there is a powerful nemesis lurking in the shadows. Contains detailed histories, game stats, personality notes, on major villains to emerge from Forgotten Realms products. $42.50

Volo's Guide to Cormyr The Kingdom of King Azoun IV and his confidant Vangerdahast, leader of the mighty War Wizards. The info is highly detailed and useful by players & DMs. $20.00

Volo's Guide to the Dalelands Here lie ShadowDale, home of Elminster the Sage, the Ruins of Myth Drannor, and the stomping ground of the evil Zhentarim. $25.50

Volos's Guide to the Sword Coast Covers the area from Baldurs Gate in the east and up the river Chlandath to Iricabor, and The Darkhold, a Zhentarim base. $17.00

Warriors and Priests of the Realms Similar to the PHBR books. Introduces distinctive new kits for warriors and priest characters hailing from the Dalelands, Cormyr, Thay, and many other regions. $34.00

Wizards & Rogues of the Realms Similar to the PHBR books, details 2 character classes, Realms wizards as opposed to normal wizards, & thieves of the Realms. 128 pages. $27.00

FORGOTTEN REALMS ADVENTURE MODULES

The Accursed Tower Most throught it was destroyed. All knew it had been lost long ago. Now a small group of heroes must venture into its long-hidden ruins to discover what treasures and dangers await. *Due Mar '99* $19.00

Castle Spulzeer An adventure set near the kingdom of Amn that provides the players with a chance to explore an ancient castle, solve a long standing mystery, and do battle with a powerful lich. $23.50

For Duty & Deity The goddess Waukeen made a deal with a fiend, and the deal went sour. Now the goddess is a prisoner. You and your comrades must rescue her, travelling the Infinite Staircase to find her in the Abyss. $23.50

Four From Cormyr Four adventures centred around the kingdom of Cormyr. The adventures themselves are unrelated, but elements exist within each that permit the DM to tie them together into a big story. One story leads them into the Vast Swamp. $34.00

Hellgate Keep Leads characters into the depths of the famous ruined keep deep within the Savage Frontier. The keep is not completely abandoned as everyone long thought - and the wealth inside is not free for the taking. 32 page adventure. $17.00

FORGOTTEN REALMS ARCANE AGE

Cormanthyr: Empire of Elves This Arcane Age expansion reveals all the secrets of the ancient elf kingdom of Cormanthyr, its history, culture, military, society, citizens, timeline, magical rites, etc.. Characters can journey back in time and visit this wondrous nation, learning first hand of the artefacts and legends current-day Realms lore only hints at. $45.00

Forgotten Realms Arcane Age: Netheril: Empire of Magic This is a bridge between the Forgotten Realms setting and its deep, dark past. Geographically located in the area currently known as the North, Netheril is one of several lost empires. This campaign setting features new rules for 12th level magic and time travel, new magical items, floating citadels and detailed poster maps. Boxed set. $42.50

How the Mighty are Fallen The first adventure for the Arcane Age campaign setting. Finds revolution simmering on the earth below Netheril's "perfect society." Levels 8-12. $22.50

The Fall of Myth Drannor At last you can find the causes of the fall of that important elf city - characters can not only travel back through time to learn the ancient elf city's secrets, but may even play a pivotal role in the shaping of history - their own history. $23.50

FORGOTTEN REALMS NOVELS

Finder's Stone Trilogy

1: Azure Bonds Alias awakens to find a series of twisting, magical blue sigils inscribed on her arm, and she has no memory of where she got them. So she embarks on a journey to discover their meaning. $10.00

2: The Wyvern's Spur The family heirloom of the Wyvernspur clan is missing. A mysterious murderer stalks the streets of Immersea. It is up to the youngest scion of the Wyvernspur family, Giogi, aided by the halfling bard Olive, to solve these mysteries. But when betrayal and enchantment threaten their progress, Giogi must invoke the spur's awesome power... $10.00

3: Song of the Saurials The Harpers are at last reconsidering their decision to sentence the Nameless Bard to exile for the deaths of his apprentices, but when the monster Grypht arrives, the new trial dissolves in a string of disappearances and murder. $10.00

Icewind Dale Trilogy

1: The Crystal Shard Is the Crystal Shard responsible for the barbarians attacking and defeating the Ten-Towns? Wulfgar is left for dead, and rescued by Bruenor in exchange for five years service and friendship. Bruenor and Drizzt turn Wulgar into a powerful warrior, but can he defeat the forces of the Crystal Shard? $12.00

2: Streams of Silver Bruenor the dwarf, Wulfgar the barbarian, Regis the halfling, and Drizzt the dark elf fight monsters and magic on their way to Mithril Hall, centuries old birthplace of Bruenor and his dwarven ancestors. $12.00

3: The Halfling's Gem Assassin Artemis Entreri whisks Regis south to Calimport and into Pasha Pook's vengeful hands. If Pook can control the magical panther Guenhwyvar, Regis will die in a real game of cat and mouse. $12.00

Avatar Quintology

1: Shadowdale The gods are banished from heaven, and now walking the Realms, they seek to restore their powers - sending nature into confusion. Four heroes are on a desperate journey. They must find Elminster to find the lost Tablets. Their search begins in Shadowdale. $10.00

2: Tantras Convicted for the murder of Elminster, the heroes flee in search of evidence to clear themselves, and to find the missing Tablets of Fate, needed for the gods to return to their planes, or for others to take their place. $10.00

3: Waterdeep The search continues to the largest city in the Realms, where the characters believe the last tablet is hidden. However, one of the heroes has cast his lot with the evil gods. $10.00

4: Prince of Lies For all of his power as god of Strife and lord of the Dead, Cyric cannot get revenge on the goddess of Magic. So he searches for the soul of Kelemvor Lyonsbane, once his friend and the goddess' lover. $10.00

5. Crucible: The Trial of Cyric the Mad The evil Cyric, one of the youngest and most powerful gods, has gone mad. His destructive actions have forced the older gods to intervene and try to bring him back in line. $10.00

The Shadow of the Avatar Trilogy

1. Shadows of Doom Two harpers and a member of the legendary Knights of Myth Drannor are dispatched by Storm Silverhand to protect Elminster from forces wishing to take advantage of his magical impotence. But a magical gate transports him to the heart of the enemy, so now he must be rescued. $10.00

2. Cloak of Shadows The Shadowmasters have used their powers to create magical cloaks of spells empowering users to access to the most powerful spells and magic. These users spread strife throughout Faerun, & the heroes & Midnight try to stop them. $10.00

3. All Shadows Fled The Shadowmasters are on the run but have no plans to relinquish their dreams of the conquest of Faerun, even if all that is left is a bloody landscape of death. Can Elminster & Alustriel stop them? $10.00

The Dark Elf Trilogy

1: Homeland Journey to Menzoberranzan, the subterranean metropolis of the drow. Possessing a sense of honor beyond the scope of his kinsmen, young Drizzt must decide - can he continue to tolerate an unscrupulous society? $12.00

2 : Exile The tunnel-mazes of the Underdark challenge all who tread there. Exiled from Menzoberranzan, Drizzt battles for a new home. Meanwhile, he must watch for signs of pursuit - the drow are not a forgiving race. $12.00

3: Sojourn Drizzt emerges in the harsh light of Toril's surface. The drow begins a sojourn through a world entirely unlike his own and learns that acceptance among the surface-dwellers does not come easily. $12.00

4: The Dark Elf Trilogy Collector's Edition The above three novels all in the one hardcover volume. $45.00

The Drizzt Dark Elf Quadrilogy

1: The Legacy Drizzt is happy and content, but he did not achieve this state of peace without leaving powerful enemies behind. Lloth, the dreaded Spider Queen deity of the evil dark elves, has vowed to end Drizzt's happiness. $10.00

2: Starless Night softcover The Underdark. A place of brooding darkness, where no shadows exist, and where Drizzt does not wish to go. But the noble dark elf must return there, and then to Blingdenstone, and then onto Menzoberranzan. He finds allies where he least expects them, and enemies he thought dead. $10.00

3. Siege of Darkness In Mithril Hall, as Bruenor Battlehammer prepares to meet the dark elves siege, Drizzt finds Guenhwyvar locked in the Astral Plane, and Catti-Brie is caught in wild, horrific dreams. Only an ancient dwarven king, allies from the depths, and Drizzt's own quick thinking can save them from the Spider Queen's minions. $10.00

4. Passage to Dawn The gripping climax. A mysterious poem, a spell gone awry, and a doppelganger bring Drizzt Do'Urden and his companions back to Icewind Dale. Softcover $12.00

1. The Silent Blade Drizzt is trying to destroy the evil crystal shard, not realizing the full power of the call of Creshinibon. Wulfgar returns from the Abyss to find his world crumbling around him, as he struggles against internal demons and an old enemy. Entreri the assassin is more interested in killing his greatest enemy than the power struggles that occupy him. Hardcover - $45.00

Daughter of the Drow Trilogy

1. Daughter of the Drow Liriel Baenre is a free-spirited drow princess who longs for travel and adventure. A fledgling priestess of Lloth, Liriel seems destined for power in Menzoberranzan. But when she discovers a way to bring magic to the surface world, the elf sets off alone on a hazardous quest. $10.00

2. Tangled Webs The dark elf princess Liriel Baenre and her human berserker warrior companion engage in a quest for power that brings terrible responsibility and unimaginable temptation. $10.00

Harpers Series INDEPENDENT TITLES

1: The Parched Sea The Zhentarim have sent an army to enslave the nomads of the Great Desert. As many tribes fall, only Ruha, an outcast, see the danger. She teams up with a Harper, & together they resist the invaders. $10.00

2: Elfshadow Harpers are being murdered, and the trail leads to Arilyn Moonblade. Arilyn must uncover the ancient secret of her sword's power in order to find and face the assassin before he finds her. $10.00

3: Red Magic A powerful and evil Red Wizard wants to control more than his share of Thay. While the mage builds a net of treachery, the Harpers put their own agents into action to foil his plans for conquest. $10.00

4: The Night Parade Myrmeen Lhal, the seductive ruler of Arabel, enlists the aid of the Harpers to rescue her long lost daughter from the Night Parade, a shadowy group of creatures that feeds off human misery and fear. $10.00

5: The Ring of Winter Harper Artus Cimber travels to the jungles of Chult to find the fabled Ring of Winter, but the Cult of Frost also seeks the ring, which contains the power to bring a second ice age to the Realms. $10.00

6: Crypt of the Shadow King Iriabor of a Thousand Spires, richest of the Caravan Cities, has fallen under the dark sway of Zhentarim. The fiery Harper agent Mari Al'Marin and the cynical ex-Harper Caledan are all that stand in the way. $10.00

7: Soldiers of Ice Journeying north Martine finds herself trapped in a snowbound valley of Samek, kept company by gnomes and an ex-paladin Vilhelm. There she finds love & war as the gnomes defend their valley against an advancing horde of gnolls. $10.00

8. Elfsong Throughout Faerun, ancient ballads are being forgotten or changed. Danilo joins forces with a deadly enemy to solve the mystery. $10.00

9. Crown of Fire Shandril, who has but doesn't want spellfire, is on the run, pursued by sinister forces who want her power, & by Elminster, Harpers, & Knights of Myth Drannor, who want to encourage her to use her powers. $10.00

10. Masquerades Alias, heroine of Azure Bonds, agrees to help free Westgate from the talons of the Night Masks crime syndicate, but finds a greater evil is behind them. $10.00

11. Curse of the Shadowmage The fiery Harper Mari Al'Marin and the cynical ex-Harper Caledan are reunited when the accursed legacy of the Shadowking resurfaces. All of Faerun is threatened when an old rival of Khelben of Waterdeep, the archmage, falls prey to the age-old curse and transforms into a Shadowmage. $10.00

12. The Veiled Dragon Features the return of Ruha the Bedine witch from The Parched Sea. What begins as a simple mission turns into a deadly adventure of intrigue that might cost the Harpers far more than the life of their agent. $10.00

13. Silver Shadows Arilyn Moonblade, the half-elf heroine of the best selling Elfshadow, faces a new dilemma when her mission to save a band of wild elves from extinction becomes a deep personal struggle. $11.00

14. Stormlight Storm Silverhand, the legendary Harper of Shadowdale and one of the Seven Sisters, in her first solo adventure. Storm encounters enemies from a shadowy past. $11.00

15. Finder's Bane A group of courageous priests, with the aid of Finder Wyvernspur, must attempt to infiltrate the extraplanar city of Sigil, recover a mysterious artefact, thwart a plot to bring back the evil god Bane the Tyrant, and rescue the god Finder. $11.00

16. Tymora's Luck Now, in the conclusion of this trilogy, the adventurers from vastly different worlds, join forces on the planes to rescue a god, and return their worlds to stability. $11.00

17. Thornhold A dark power from the mists of time threatens the very heart of the secret organisation known as the Harpers, and only Khelben Arunsun, Archmage of the great city of Waterdeep, can stop it. $11.00

The Druidhome Trilogy

1: Prophet of Moonshae Danger stalks the island of Moonshae, where the people have forsaken their goddess, the Earthmother. Only the faith and courage of the daughter of the High King brings hope to the island. Being reprinted? $10.00

2: The Coral Kingdom King Kendrick is held prisoner in the undersea city of the sahuagin. His daughter must secure help from the elves of Evermeet to save him during a confrontation in the dark depths of the Sea of Moonshae. *Being reprinted?* $10.00

3: The Druid Queen Threatened by an evil he cannot see, Tristan Kendrick rules the Four Kingdoms while a sinister presence lurks within his own family. At stake is the fate of the Moonshae Islands and the unity of the Folk. *Being reprinted?* $10.00

The Cleric Quintet

1: The Cleric Quintet Collector's Edition Reprints all 5 of the popular novels in the one hardcover volume. High in the placid Snowflake Mountains lies a little known conservatory for bards, priests, clerics. But an evil essence has been released, and the scholar-priest Cadderly must enter the catacombs far below to save his brothers & himself. Next Cadderly tries to save an elven forest against an army of vile monsters. Later he becomes a target of the Night Masks assassins. After this he sets out for the hidden bastion of evil, Castle Trinity itself. He must fight his way past a monstrous guardian and traitorous wizard to infiltrate the fortress and confront his past. Finally, Cadderly's life is shattered upon returning to Edificant library. *Jan '99.* $47.50

3: Night Masks When Cadderly runs to the city of Carradoon for solace, he finds himself besieged by the resident assassins, the Night Masks. He and his companion, Danica, must put a stop to the killers' activities, but he learns more than he wanted to. Limited stocks - $5.00

5. The Chaos Curse Cadderly's life is shattered upon returning to Edificant library. His, Danica's, and the library's fates hang in the balance until he can end the chaos curse, a job that will prove extremely difficult. limit - $5.00

Twilight Giants Trilogy

1. The Ogre's Pact An ogre kidnaps Brianna of Hartwick & her father forbids any knights to rescue her. A peasant goes to rescue her, but after dealing with the ogre must win her trust & uncover her fathers guarded secret. $10.00

2. The Giant Among Us As wild ogres and two-headed giants hunt Brianna of Hartwick and her protectors, the web of deceit spreads. $10.00

3. The Titan of Twilight The secret of Twilight is now revealed, and the role of Princess Brianna of Hartwick in the tangled web becomes clear. Only with the aid of the firbolg scout Tavis Burdun, the runemaster giant-kin Basil, & the orphan thief Avner, does Briana have any hope. $10.00

The Nobles Series

1. King Pinch Pinch's guardian, the King of Ankhapur, has died without an heir, and Pinch's friends have convinced him to return to pay his respects. But before leaving, Pinch pulls off one more heist. Now he must hide his theft from his travelling companion, priestess Lissa, who serves in the very temple he robbed, and may just hold the secret that will place Pinch on the throne. $10.00

2. War in Tethyr Introduces the adventures of many unforgettable characters during a war in Tethyr. $10.00

3. Escape From Undermountain In order to rescue a young noble, Artek the Knife must go deeper into Undermountain - the deadliest and most famous dungeon in the Realms - than anyone has ever gone before. $10.00

4. The Mage in the Iron Mask The master traveller Volo unmasks a decades-old conspiracy that jeopardises the uneasy peace between Moonsea and Thay. $10.00

5. The Council of Blades War cares little for the troubles of the aristocracy. As a terrible new weapon obliterates the age of courtly battle, an intelligent but plain princess and her companions find themselves forced into a battle for survival in a deadly world. $10.00

6. The Simbul's Gift The legendary Storm Queen of Aglarond, in an effort to gain further favour with Elminster (she wants to bear his child!) has a special horse raised for him as a gift. But Thayan spies and assassins complicate things. $10.00

Netheril Trilogy

1. Sword Play Discover the Arcane Age of Netheril, the most powerful magical empire in the Forgotten Realms, when a bold barbarian becomes the pawn of struggling archmages. $11.00

2. Dangerous Games Upon his arrival in the legendary magical city, the barbarian is propelled into the central conflict of the doomed empire. $11.00

3. Mortal Consequences Follows the barbarian Sunbright as he battles a long-forgotten foe armed with a hell-spawned source of destructive magic, & finds his lost love in an unlikely place. $11.00

Lost Empires Trilogy

1. The Lost Library of Cormanthyr The Library of Cormanthyr - is it just a myth, or an actual lost piece of history? An intrepid man sets out to find the truth, but an undying avenger is intent on stopping him. $11.00

2. Faces of Deception Atreus has come a long way to drink from the Fountain of Infinite Grace. Will the greed and prejudice of others stand in his way and destroy the Fountain? *Due Nov '98.* $11.00

3. Star of Cursrah The adventurers stumble across a buried city guarded by a powerful undead force. *Due Feb '99.* $11.00

Adventures Trilogy

1. The Shadow Stone Accosted by bullies on a forest trail, Aeron's life is changed forever. On the run, he meets and is tutored by Storm Walker, where they discover that his magical powers are great, but will he be tempted by the dark powers of the Shadow Stone, an unspeakable evil? $11.00

The Threat From the Sea Trilogy

1: Rising Tide An evil warlord from the depths of the Trackless Sea rallies the undersea races of Toril in a surprise attack on the Sword Coast. *Jan.* $11.00

Miscellaneous Books

1: Spellfire Shandril of Highmoon, an orphaned girl, is bored, so she runs away in search of adventure. An adventure involving Elminster and the evil dracolich. Little does she dream that the spellfire will flow through her as she is instrumental in defeating that great evil. $10.00

2: Realms of Valor An anthology of stories, including characters such as Drizzt, Jander Sunstar, and many others. $10.00

3. Realms of Infamy An anthology of stories, including the characters Cyric, Artemis Entreri, Manshoon of Zhenti Keep, Elaith Craulnober, and Zulkir Szass Tam. $10.00

4. Once Around the Realms Volo accepts a dare to prove that he is greatest traveller in the Realms - he must travel around the globe but without using magic. But he is unaware that he is the instrument of an insidious plan that jeopardises the safety of all Faerun and beyond. $10.00

5. Elminster, The Making of a Mage Reveals the ancient beginnings of the archmage Elminster. He started life as a shepherd boy, but when his flock, village, and parents were slaughtered by a dragon riding mage, he swore revenge. This book follows that long journey. $10.00

6. Elminster in Myth Drannor Hardcover. Sequel to *Elminster, Making of a Mage.* The young Elminster journeys to the legendary elven capital of Cormanthyr to learn its ways and magics despite the xenophobic foibles of the elves within. Political intrigue abounds. Hardcover $34.00 *Due Dec '98* Softcover - $11.00

7. The Temptation of Elminster Hardcover. Myth Drannor has fallen, and glorious Cormanthyr lies in ruins. Elminster emerges from the rubble to serve new, human masters. Will the price of wizardly power be the mage's soul? *Due Dec '98.* $35.00

8. Realms of Magic Anthology Never before published takes of magic, featuring the mystical characters of that magical world of the Realms, with Elminster, Volo, Liriel, heroes of Phlan, etc. $10.00

9. Murder in Cormyr When a messenger from King Azoun turns up dead in a sleepy little town in Cormyr, a scholarly, retired wizard and a young apprentice team up to solve the crime. $11.00

10. Realms of the Underdark Five original short stories from the underworld that spawned dark elf Drizzt Do'Urden. By Ed Greenwood, Elaine Cunningham, and others. $10.00

11. Cormyr: A Novel On the eve of catastrophe, the epic story of the Realms' greatest nation is told by Greenwood and J. Grubb. When King Azoun IV falls prey to assassins, the past holds the clues to events to come. $12.00

12. Realms of the Arcane From the library of Candlekeep comes a collection of all new stories of the Realms and the Arcane Age. Authors include Ed Greenwood, Jeff Grubb, etc. $10.00

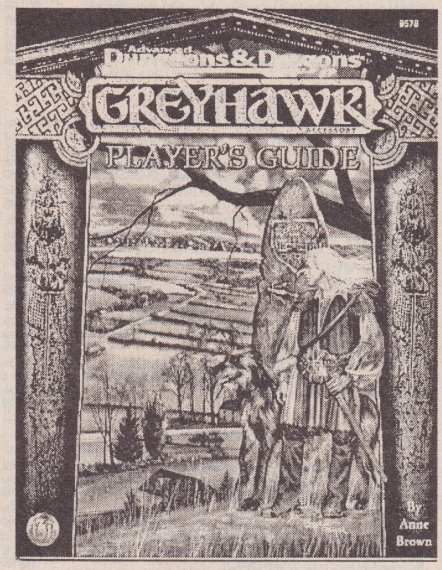
13. Evermeet: Island of Elves The details behind Malor the Beastlord's monumental attack on Evermeet are finally revealed. Thousands of years of scheming culminate in the final conflict, in which the vengeful beastlord and his cohorts attack the island itself. Hardcover $35.00 Softcover *Mar* $13.00

14. Realms of Mystery Favorite Forgotten Realms authors spin tales of murder, suspense, and intrigue in these stories, including: the only clue to who's killing a party of adventurers is the letter 'H', written in the blood of one of the victims; a smiling ghost, etc. $10.00

GREYHAWK

GREYHAWK The Adventure Begins At the heart of Greyhawk Adventures lies the city of Greyhawk. Open the gates to this fabled city, with its dozens of dungeons and countless adventures. Explore the lands of the Wild Coast, the Nyr Dyv, and the deadly Bright Desert. A DMs dream, this 128 page guide gives you what you need to start a Greyhawk campaign. $38.00

Greyhawk Player's Guide Enter the Flanaess lands - a crowded cluster of kingdoms and states, great and petty, struggling for survival and supremacy against one another and countless foes both internal and external. Learn about the nations and cities of the world of Greyhawk; the leaders and rebels that effect this war-torn land; the races and creatures that inhabit it. $26.00



Return of the Eight Evil forces are attempting to infiltrate a secret fortress and unlock vast magical power. And some old enemies of civilization in the Flanaess have returned, trying to dominate the world. Unless the characters can pull off some really big miracles, the City of Greyhawk will be destroyed. $25.50

The Scarlet Brotherhood The sourcebook on the shadowy villains of the World of Greyhawk, who have emerged from hiding to spread fear and terror throughout Tilvanot, Hepmonaland, & Amedio. *Due Mar '99.* $34.00

The Lost Tombs Adventure Modules

The Star Cairns Begins a new epic , the *Lost Tombs.* Omens have predicated doom for Greyhawk, and the heroes must explore the five treasure laden but cursed tombs of ancient kings and wizards for the key to turning it aside. But where is the fifth cairn? $22.00

Crypt of Lyzandred Part Two of the *Lost Tombs.* The heroes find a map to the fabled tomb of Lyzandred the Mad . His final resting place is filled with deadly traps, cryptic clues, and a vast garrison of guardians. $22.00

The Doomgrinder Part Three of the *Lost Tombs.* Features a monstrous windmill called the Doomgrinder. According to legend, this windmill grinds out the worlds doom. *Due Nov '98.* $22.00

Classic Greyhawk

Greyhawk Adventures The hardback Greyhawk Adventures book, 128 pages which covers deities and clerics, new monsters, non player characters, spells and magic items, geography and adventures. TSR are re-releasing a new edition of Greyhawk next year, so this collector's item becomes even more valuable. $16.00

Greyhawk Monstrous Compendium The previous edition of the Greyhawk Monstrous Compendium, choc-full of beasties found in the Greyhawk world. Again, with the new Greyhawk coming out next year, this is a collectors edition. $9.00

DRAGONLANCE

DRAGONLANCE CAMPAIGN MATERIAL

Tales of the Lance A complete campaign package for the world of Krynn. An epic campaign of a terrible war and the righteous struggle against evil set in a magical land. This series builds upon the exploits of the players, as they create the valorous deeds of a small band of heroes whose difficult quest ends in a climactic confrontation that will decide the fate of an entire continent.Includes a 176 page book (covering history, geography, races, character classes, deities, monsters, artefacts, and more), a 4-panel DM's Screen, a deck of Talis cards, NPC data cards, and lots of maps (ruins, towers, crypts, etc). $37.00

Leaves from the Inn of the Last Home For reasons beyond the powers of my comprehension TSR have reprinted this nongamer's reference book, 256 pages of short stories, maps, recipes, songs, legends & other esoteric tidbit's to tempt the truly dedicated! $32.00

The Art of Dragonlance Saga At last - it's back! The visual creation of the Dragonlance World is depicted on top quality paper with art print after art print, with descriptions that include preparation sketches and ideas. $38.00

The History of Dragonlance Contents include interviews with authors Margaret Weis and Tracy Hickman and Artist Larry Elmore, an updated timeline of Krynn, descriptions of the line itself, and updated character references through Dragonlance the 2nd Generation. $25.50

DRAGONLANCE: THE FIFTH AGE

DRAGONLANCE: THE FIFTH AGE ADVENTURE GAME Magic has been transformed, the gods have left, and the Dragons rule! This game ushers in a new era of role-playing. A revolutionary new storytelling rules system not based on the AD&D rules allows anyone to experience the Fifth Age of Krynn. Key features are storytelling fate cards, a flexible system for creating your own magic spells, and new character races - minotaurs, centaurs, etc. Boxed set with three books, the Fate Deck of 88 cards, 18 character cards, and map. $47.50

A Saga Companion Answers rules questions and offers new ideas for hero creation including generating their backgrounds, alternate suggestions for magic use, and tips for introducing plot twists. $25.50

Bestiary Provides readers with an ultimate guide to the animals and creatures of the DL saga - beasts from the classic tales set during the War of the Lance, as well as new monsters from the Fifth Age. Full of color illustrations. $47.50

Citadel of Light This adventure and supplement explores the Citadel of Light, built by dwarves, protected by Solamnic Knights, sacred to pilgrims. Has two 96 page books and poster map. $38.00

Heroes of Defiance Rogues, spies, legionnaires, even kender can become champions of the oppressed. Here are rules for playing the bravest freedom fighters of the Fifth Age. The included adventure continues the saga of *Dragons of a New Age* series. $34.00

Heroes of Hope Part of the *Dragons of a New Age* adventure. Detailed source information lets you play Rose Knights, centaur shapechangers, Knights of the Skull, dwarven earth mystics, shamans, etc; plus an epic journey over land and sea to seek the Crown of Tides in a realm of aquatic elves - over a sea dragon lord's dead body! $34.00

Heroes of Sorcery Only a new magic hidden in history can defend Krynn against the dragons. New rules make sorcery even more powerful. The adventure included continues as the heroes discover that their foes, the dragons, may hold the secret to enchantments in the 5th Age. $34.00

Heroes of Steel First supplement for *Dragonlance the Fifth Age*. Provides players with a complete reference for the fighting men & women of the Fifth Age. Included is the 1st part of an epic adventure that sets in motion the Dragons of the New Age saga. $30.00

Palanthas A detailed look at Ansalon's best known city. Explore the Great Library, the underground thieves' network, the cursed site of the Tower of High Sorcery. *Due Dec '98.* $19.00

Seeds of Chaos The Chaos War Adventures, Vol 1. Experience the Dark Knight invasion during the Summer of Chaos. Dark Knights or Solamnic Knights, invaders or freedom fighters, your characters can fight the final battles of the Fourth Age of Krynn. $26.00

The Last Tower The Legacy of Raistlin. Explore the mysteries of the Tower of Wayreth. With a history of the towers, travelogue of the traps and treasures around Wayreth, a catalog of magical items, and a book containing scenarios. $34.00

The Sylvan Veil Saga Dragonlance Dramatic Supplement, includes the history, lore, legendary heroes and a quest beyond the magical Silvanesti Shield. Rich with source material and drama involving elves. *Due Feb '99.* $36.00

Wings of Fury A war of wyrms wastes the world in this climax adventure of the *Dragons of a New Age* epic. The heroes must turn back the tide of war with the Shadow Dragon. Also examines the life & goals of dragons, the history of Krynn told from their perspective, attitudes, agendas, powers, etc. $37.50

DRAGONLANCE THE FIFTH AGE NOVELS

1. The Dawning of a New Age The Chaos War is over. Magic has gone away...or has it? This novel begins the saga of the humans' struggle for survival in a war torn landscape as new threats loom at every turn. $10.00

2. The Day of the Tempest It is Krynn's darkest hour, but a handful of humans refuse to surrender. Spurred on by the sorcerer Palin Majere and armed with an ancient dragonlance, they stand up against the dragons. It may be their last act of courage. $11.00

3. The Eve of the Maelstrom The two most powerful dragon overlords clash in a showdown for ultimate rule over Ansalon! The Blue Dragon plots against Malys in a bid for dominance over the other dragon overlords and her fury at his betrayal is massive & fiery. $11.00

4. Relics & Omens Short stories set after the Chaos War and in the dawn of the Fifth Age. Old companions and fresh heroes. New and ever more fantastical creatures. Banished gods and lost magic. Dragon Overlords taking over Krynn. $11.00

5. Spirit of the Wind Riverwind, the fabled plainsman, answers a call for heroes to aid the kender in their struggle against the great red dragon Malystryx, a dire new threat following the Chaos War. $11.00

6. Legacy of Steel Inspired by the terrors of the Dragon Purge, the outcast knight Sara resolves to lead to a new order of knights based on selflessness and mutual aid. *Due Nov '98.* $11.00

DRAGONLANCE NOVELS

Dragonlance Chronicles

1: Dragons of Autumn Twilight Dragons have returned to Krynn. War and destruction engulf the land. But a woman with a blue crystal staff appears, and a quest is formed, as the woman, knight, kender, warrior, dwarf and mage search for the legendary Dragonlance. $12.00

2: Dragons of Winter Night The adventure continues.. treachery, intrigue, and despair threaten to overcome the Heroes of the Lance in their epic quest. Now they search also for the Dragon Orb. $12.00

3: Dragons of Spring Dawning Hope dawns with the coming of spring, but then the heroes, now armed with dragonlances, find themselves in a titanic battle with Takhisis, Queen of Darkness. $12.00

4. Dragons of Summer Flame Raistlin returns, and a new generation of heroes must defend Krynn against an ancient force of destruction. $12.00

Dragonlance Legends

1: Time of the Twins The War of the Lance has ended. Or has it? Raistlin intends that the darkness return. Only two people can stop him. Crysania, a beautiful cleric of good who is drawn to him like a moth to a flame, and Caramon, Raistlin's twin. They must travel back in time to save Raistlin. $12.00

2: War of the Twins Escaping the doomed city of Istar, Raistlin, now a powerful wizard, casts a spell that brings Caramon & Crysania forward to his point in time. Then he intends to enter the Portal and challenge the Dark Queen. But too late Raistlin discovers he is caught in a trap that will destroy him. $12.00

3: Test of the Twins Raistlin casts the magical spell that has cost him so much, and the portal opens...but at the same instant, Caramon operates the time travelling device. The fields of magic shift and collide. Caramon and Tas are flung off into an unexpected time and place where they make a horrifying discovery. Raistlin enters the Abyss to fight Takhisis. $12.00

Dragonlance Tales

1: The Magic of Krynn A collection of short stories including Tanis and Flint helping a young girl they find frightened and alone in the woods, Another story asks is Raistlin truly dead? There are tales of sea monsters, etc. $10.00

2: Kenders, Gully Dwarves & Gnomes A collection of short stories including three adventure seeking sons of Caramon Majere who lose a bet to a magnificently bearded dwarf and end up shanghaied on an incredible gnomish sailing vessel. $10.00

3: Love and War A collection of short stories, including the legend of Raistlin's daughter, a strange story by Caramon, a novella journeying into secrets of the heart and rumours about the past. $10.00

Dragonlance

1: The Reign of Istar A kender becomes a Solamnic Knight (almost). An ogre emerges as an unlikely saviour of the dwarven race. And gladiators compete in the bloodsport of Istar. $11.00

2: The Cataclysm The Kingpriest's arrogance brings the wrath of the gods upon Krynn. The result is the Cataclysm - chaos and anarchy, despair and villainy...and inspiring heroism. $11.00

3 : The War of the Lance Krynn is caught in the grips of a terrible war between the minions of Takhisis, Queen of Darkness, and the followers of Paladine and the gods fo good. Dragons clash in the skies, and a group of friends are forged together as a unit - the Heroes of the Lance. $11.00

DL Saga Heroes

1: The Legend of Huma A gripping story of Huma, the fabled Hero of the Lance. Traces his mysterious origins and his Oath to the Measure, his encounter with treachery among the Solamnic knights; his love for the Silver Dragon, and his final showdown with Takhisis. But who will win? $10.00

2 : Stormblade The powerful and secret Stormblade sword is stolen, and then turns up years later, setting in motion a series of deadly events. Only a heroic dwarf knows the magic of Stormblade, and he sets out to recover the weapon amidst a land rife with war and treachery. $10.00

3: Weasel's Luck Young Weasel is shoved into the centre of a centuries old curse. And together with the great Solamnic Knight Bayard Brightblade, and a none-too-bright centaur named Agion, they must overcome the schemes and traps of a sinister illusionist known only as the Scorpion. $10.00

DL Saga Heroes II

1: Kaz the Minotaur Sequel to the Legend of Huma. Stalked by enemies after Huma's death, Kaz hears rumours of evil incidents. When he warns the Knights of Solamnia, he is plunged into a nightmare of magic, danger, and deja vu. $10.00

2. The Gates of Thorbardin Beneath Skulleap is a path to the gates of Thorbardin, & the magical helm of Grallen. The finder of Grallen's helm will be rewarded by a united Thorbardin, but he will also open the realm to horror. $10

3. Galen Benighted Sequel to Weasel's Luck. Galen Pathwarden is still out to save his own skin. But when his brother vanishes, he forsakes his better judgement & embarks on a quest that leads to a conspiracy of darkness. $10.00

DL Saga Preludes

1: Darkness & Light Tells of the time Sturm and Kitiara spent travelling together before the fated meeting at the Inn of the Last Home. Accepting a ride on a gnomish flying vessel, they end up on Lunitari during a war. Eventually escaping, the two separate over ethics. $10.00

2: Kendermore A bounty hunter charges Tas with violating the kender laws of prearranged marriage. To make him return they took his uncle prisoner. He also meets the last woolly mammoth, and a crazy alchemist who pickles one of everything, including kenders! $10.00

3: Brothers Majere Much to Raistlin's irritation, Caramon accepts a job for both of them: they must solve the mystery of a village's missing cats. The search leads to murder, a thief who is not all that he appears, and a foe who is not what Caramon and Raistlin expect. $10.00

DL Saga Preludes II

1: Riverwind the Plainsman To prove himself worthy of Goldmoon, Riverwind is sent on an impossible quest: Find evidence of the true gods. With an eccentric soothsayer Riverwind falls down a magical-shaft and alights in a world of slavery and rebellion. $10.00

2: Flint the King Flint returns to his boyhood village and finds it a boomtown. He learns that the prosperity comes from a false alliance, and he is sent to his death. But he is saved by gully dwarves, who crown him king...$10.00

3: Tanis - the Shadow Years Tanis the half-elf once disappeared in the mountains near Solace. He returned changed, ennobled and with a secret. Tanis becomes a traveller in a dying mages memory, journeying into the past to fight a battle against time itself. $10.00

DL Saga Villains

1: Before the Mask Young Verminaard grows up unlovely and unloved, trading friends and family for a dark romance with an evil, mysterious voice, and the sinister weapon it comes to inhabit. $10.00

2: The Black Wing The rise and fall of an evil dragon. The black dragon Khisanth is awaken from a centuries long sleep, to find the world completely changed by the Cataclysm. She tries to find a rider worthy of her, but it proves difficult. $10.00

3: Emperor of Ansalon Vast armies surge across Krynn, spreading shadows of evil dragonkind over the land. All these horrific forces follow the commands of one man...Ariakas, the Emperor of Ansalon. $10.00

4. Hederick the Theocrat Hederick, the leader of the Seeker religion in Solace and self-ordained conscience of Krynn, leads an Inquisition to kill all who follow magic. $10.00

5. Lord Toede Vain, pompous, and unreliable, Slavemaster and Dragon Highlord Fewmaster Toded survives every evil trial and tribulation. $10.00

6. The Dark Queen Takhisis, the Queen of Darkness, spends her time plotting her escape from the Abyss. $10.00

Meetings Sextet

1: Kindred Spirits The reluctant dwarven hero Flint Fireforge is invited to the elven kingdom of Qualinesti, where he meets a young, unhappy elf called Tanis.When the elven princess Laurana declares her love for Tanis, a deadly rival frames him for murder. $10.00

2: Wanderlust When Tas accidentally pockets a magic bracelet, he becomes the target of a mysterious mage who covets the bracelet's power. Flint and Tanis form an alliance with a sea elf princess & the fabled phaethons to save both Tas & the Black Robes from a fate far worse than death. $10.00

3 : Dark Heart The story of beautiful, dark hearted Kitiara Uth Matar, from the birth of her two twin brothers, Raistlin and Caramon. Kitiara's growing fascination with evil and ceaseless search for her father throw her into the company of a roguish strange whose fate is intermingled with hers. $10.00

4: The Oath and the Measure Sturm grows from youth to manhood in Solace, guided by his absent father's Solamnic Code. Then he meets Caramon, and finds himself fighting the young warrior, much to Raistlin's delight. When Tas meets the three young men, he promptly adopts them, taking them home to Flint's house, where new friendships are born. $10.00

5: Steel and Stone Tanis, while on his way back from Qualinesti, encounters the beautiful Kitiara and rescues her. As the two travel together to Solace, rapport grows, creating a special bond that is later threatened by misunderstanding and conflict. $11.00

6: The Companions Together in Solace, the seven companions learn about friendship and laughter, love and contentment. An idyllic year of peace gives each of them strength and wisdom needed to forget the injustices of the past and to confront the challenges of the future. $10.00

Defenders of Magic Trilogy

1. Night of the Eye The three moons of Krynn align, and Guerrand is visited by a strange mage. He journeys to the Tower of Wayreth, survives an incredible test to become the High Defender of the magical Lost Citadel. Only then does he realise the enemies that he has made. $10.00

2. The Medusa Plague The people in Guerrand's home village are turning into snake limbs, etc, and thinking that he cursed them, his nephew comes looking for him. But this whole thing is a ploy to get Guerrand out of the Lost Citadel... $10.00

3. The Seventh Sentinel The survival of magic is once again in question in Krynn. Will Guerrand and Bram DiThon be able to stop Lyim, the renegade wizard, before he destroys Krynn's magic. $10.00

Miscellaneous

1. Dragons of Krynn An anthology of dragon tails - oops - tales. $10.00

2. The Dragons at War Companion to Dragons of Krynn, features a new collection of stories. $11.00

3. The Dragons of Chaos New short story anthology features brave heroes, dark villains, differing races, and all varieties of dragons. $11.00

4. The Second Generation Two new stories by Margaret Weis and Tracy Hickman, dealing with the children of the Companions. It also contains three previous stories. $11.00

5. Murder in Tarsis Hardcover The story of a military consul in the army of Ansalon, who is sent to quell an uprising. A conspiracy is afoot to turn the tides of combat for personal gain, risking hundreds of lives in the forces of both Takhisis and Paladine. Sold Out

6. Tales of Uncle Trapspringer The story of Trapspringer Fargo, who, while on Wanderlust, unknowingly crosses paths with a pair of corrupt gully dwarves and a misplaced evil fiend, leading to madness, mayhem, and lots of problems! $11.00

7. The Soulforge Prequel to the Chronicles Trilogy, following Raistlin's journey from a six year old to becoming a wizard, but first he must survive the dreaded Test. Softcover, *due Jan '99.* $13.00

DL Saga Lost Histories

1. The Kagonesti The poignant story of the wild Kagonesti elves before and after the cataclysm. Long after the other elven tribes had taken to war, the Kagonesti continued to live in peace, until the War of Lance put an end to all

harmony. $10.00

2. The Irda Blessed with exceptional beauty and intelligence, the high ogres, the Irda, developed an advanced culture that mysteriously disappeared. For the first time we learn how a legendary race fell from the grace of their gods. $10.00

3. The Dargonesti Tells the story of a wayward Qualinesti princess, her resourceful companion, and their experience as prisoners of a warlike branch of the elven races, the deep-sea-dwelling Dargonesti. $10.00

4. Land of the Minotaurs Minotaurs of Krynn embark upon a conflict against one another, clan against clan. But Kaz learns a terrible secret about the High Priest minotaur Jopfer - he is not what he seems, & all the minotaurs stand in peril. $10.00

5. The Gully Dwarves The muddled tale of the gully dwarves, one of the most maligned, yet remarkable races in Krynn. When this devious and funny bunch gets mixed up in the worst sort of trouble, they emerge victorious over the slimiest of villains. $10.00

6. The Dragons From the archives of Dragon history comes the story of two rival dragons who ultimately face each other in a showdown to determine the future of the world. $10.00

DragonLance Warriors

1. Knights of the Crown The exploits of heroes and villains of the War of the Lance. The Knights of Solamnia are an integral part of the history of Krynn. This follows the path of a novice knight who must learn loyalty. $10.00

2. Maquesta Kar-Thon Maquesta Kar-Thon races against time, high seas pirates, and her own trepidation's to win her father's freedom. $10.00

3. Knights of the Sword The Knights of Solamnia were an integral part of the history of Krynn and the War of the Lance, but until now their exploits have only been told in the Legend of Huma. As part of the Warriors Series, the three ranks of the Solamnic knights will be highlighted. $11.00

4. Theros Ironfeld The legendary life of Theros Ironfeld, the mighty forger of dragonlances. We learn of his pre-war life as a gladiator, soldier, and mercenary among the minotaurs, & how he became a follower of Paladine.$10.00

5. Knights of the Rose The third quest of Sir Pirvan the Wayward culminates in his rise to the status of Knight of the Rose. As more Knights of Solamnia become corrupt, Sir Pirvan once again walks the fine line between his personal codes of honor, loyalty, and duty. $10.00

6. Lord Soth The tale of the infamous death knight Soth, once a mighty warrior, whose jealous passions and neglect of duty seal his doom of darkness and evil. Can he redeem himself? $10.00

7. The Wayward Knights Sir Pirvan is about to be put out to pasture when he again answers the call of duty, aided only by the knights he recruited so many years ago - the Wayward Knights. $10.00

Lost Legends I

1. Vinas Solamnus Chronicles the life story of the founder of the Knights of Solamnus. No knight was ever nobler, more spiritual, more idealistic than Vinas Solamnus...but he wasn't always that way. The story of his early years, his education, and his crucible is truly one of the most famous lost legends of Krynn. $10.00

2. Fistandantilus Reborn Details a fiendish plot to revive the evil Fistandantilus, one of the most notorious villains of Krynn. He's been dead for centuries, but his loyal followers have hatched a plan to raise him up again. Can Emilo the Kender prevent this? $10.00

The Chaos War

1. The Doom Brigade During the Chaos War, two isolated bands of disparate enemies - dwarves & draconians, the reptilian minions of Dragons - must unite for a common goal. Without an alliance, doom is assured for both parties - and the fire dragons, children of Chaos, are involved. $11.00

2. The Last Thane While the Hylar battalions are off fighting in the Chaos War, the lowliest clans plots insurrection, aided by demon creatures dispatched by Chaos. $11.00

3. Tears of the Night Sky A quest for the god Paladine becomes a test of faith for Crysania, blind cleric of Paladine. She is aided by a magical tiger companion. Also brings to life the story of Dalamar the dark elf. $11.00

4. The Puppet King As war and destruction spread across Ansalon, the elven ruler Gilthas must make a fateful choice, one that could spell victory or disaster for his people. *Due Feb '99.* $11.00

Bridges of Time Series

1. The Silver Stair Amid the wreckage of the Chaos War, a new kind of magic arises on the world of Krynn. To study this magic, Goldmoon, Hero of the Lance, founds the Citadel of Light. Does this magic offer hope or spell doom for Krynn's inhabitants. *Due Jan '99.* $11.00

2. The Rose and the Skull Weakened, their numbers shattered, the Knights of Solamnia look to the Knights of Takhisis. The alliance is forged, but the death of the Solamnic grandmaster causes problems. *Due March '99.* $11.00

RAVENLOFT

RAVENLOFT CAMPAIGN MATERIAL

RAVENLOFT 2nd Ed CAMPAIGN SETTING: DOMAINS OF DREAD Vampires, werewolves, terror riddled castles, and all things hair-raising come to AD&D in this campaign. This hardcover volume completely revises and updates the Ravenloft product line, transforming the demiplane of dread into a full-blown, ongoing campaign setting. With new rules on creating characters native to the domains, the magic system, and fear and horror checks. $54.00

A Guide to Transylvania The only traveller's guide to the heart of Gothic Earth. Here in detail is the setting for infinite adventures in the hunting ground of vampires, golems and werewolves. $22.50

Champions of the Mists A collection of popular heroic figures from Ravenloft novels, with full histories and gaming stats, rules for using fire-arms in the Lands othe Mists. $22.00

Children of the Night: Werebeasts An anthology of short adventures. Thirteen lycanthropes are featured with histories, strategies, and adventures for them. *Due Nov '98* $27.00

Children of the Night: Ghosts Thirteen restless spirits roam the lands, each one a unique entity with its own powers, story, and weaknesses. Each self-contained entry is suitable for any location within the Ravenloft setting, suitable for a brief encounter. $29.00

Children of the Night: Vampires Thirteen vampires and adventures featuring Count Strahd von Zarovich's goddaughter Lyssa, Jander Sunstar, and eleven other truly unique lords of the night. Complete biographical info for DMs to introduce each vampire into their campaigns is provided. $27.00

Forged of Darkness Discover many unique magical artefacts of the Darklords. The dark history behind each mystical artefact in this collection and the curse associated with it is revealed. $22.50

MC10 Ravenloft Monsters Describes a host of foul creatures from the fantasy-horror genre. $17.50

Masque of the Red Death & Other Tales A boxed set that adapts Ravenloft to play in an alternate reality Victorian-era Earth. 5 booklets, DM screen, 2 maps. $42.50

The Gothic Earth Gazetteer A complete sourcebook for *Masque of the Red Death*, with new info for gaming in the 1890s, complete history of that decade, 12 short adventures, etc. $17.00

Monstrous Compendium Ravenloft App #3 128 pages of more beastics to spring on unsuspecting PCs. $30.00

RR4 Islands of Terror 9 exotic islands whose lords are as malevolent as Ravenloft's core Darklords, from the bestial desires of the Hive Queen, to a once virtuous lady fallen from grace. $22.50

RR8 Van Richten's Guide to the Created Introduces golems, animated objects, & Frankenstein style monsters. Reveals their strengths and weaknesses & how to destroy them. $22.50

The Nightmare Lands A unique vision of one of Ravenlofts most mysterious domains, the Nightmare Lands. Heroes enter this realm only at the bidding of the night - when their spirits are drawn from their bodies and captured by the ruler of this land. Only by defeating the minions of Nightmare's mistress can they hope to escape. $34.00

The Shadow Rift In the wake of the Grand Conjunction, a gaping, mist-filled hole appeared in the centre of Ravenloft's core. It's up to the heroes to prevent one of mankind's greatest enemies from finding his way through the ShadowRift. $39.00

Van Richten's Guide to the Ancient Dead The mummies of Ravenloft. There is more to these creatures than just crumbling horrors that unwind forth from their tombs. $20.00

Van Richtens Guide to Fiends This 96 page book details the creatures of the Outer Planes who find their way into Ravenloft and become trapped there. Instructs the reader on the origins, habits, and powers of the creatures and how to hunt and destroy them. $20.00

Van Richtens Guide to the Vistani Focuses on the wandering gypsies in the Demiplane of Dread. These evil gypsies once kidnapped Van Richten's son and sold him to a vampire. $20.00

Van Richtens Monster Hunter's Compendium Vol 1 Collected for the first time, Van Richten's guides to vampires, werebeasts and golems. Updated and presented for use in any AD&D setting. *Feb '99.* $47.50

RAVENLOFT ADVENTURE MODULES

RE1 Adams Wrath A Frankenstein adventure, where PCs must try to stop Dr Mordenheim's hideous monster. $17.00

RM3 Web of Illusions Adventure in Sri Raji, an East Indian land of jungles, mysterious temples and the ancient rakshasa - evil masters of illusion & shapeshifting. Levels 8-12. $17.00

RM5 Dark of the Moon A 64 page werewolf adventure for levels 5-8. TSR have neglected to provide any plot comments, but they did say "Werewolves are hot", thanks TSR! $17.00

RQ2 Thoughts of Darkness Bluetspur (great name - did someone trip over their typewriter?) is a land of endless night where lightning falls like rain, and an dllithid High Master is hatching vampiric mind flayers in an attempt to achieve immortality. $17.00

A Light in the Belfry An audio CD adventure in which players have to hunt down an evil Necromancer who destroyed the noble order called the Circle. But failure brings a fate worse than death. $25.50

Circle of Darkness A tanar'ri fiend has become trapped in Ravenloft and begins a reign of terror, trying to seize a domain for itself. The PCs must try to defeat this ultra powerful monster before it becomes a Dark Lord. $17.00

Death Unchained In the land of Dementlieu, mysterious deaths of famous champions as well as minions of the dark have reached epidemic scales. The Ebon Fold is behind this grim harvest. $22.50

Death Ascendant Sequel to Death Unchained. The Ebon Fold's web of intrigue spreads as the master reaps the artefacts of Darkness and prepares to proclaim himself Emperor of Terrors. $22.50

Neither Man Nor Beast The heroes have a confrontation with Frantisck Markov, lord of Markovia, who has been conducting experiments that transform animals into humans, & vice versa. $17.00

Servants of Darkness Heroes are caught in the middle of a massive witch hunt, where both the alchemist conducting the inquisition and the witches he hunts bring a terrible darkness to the land. Adventure. For levels 4 - 6. $22.50

The Awakening For Player Levels 7 - 10. A mummy wakes up and starts to cause chaos in Ravenloft. $17.00

The Forgotten Terror Adventure. A crossover to the Forgotten Realms campaign concludes the story arc begun in the Castle Spulzeer adventure, where the heroes investigate a mystery surrounding an ancient castle. Can be played alone or as part of the trilogy. $22.50

Vecna Reborn One of AD&D's most notorious villains is now one of Ravenloft's darklords, although trapped in the Demiplane of Dread. Now he's trying to bridge the gap between the land of the Mists and his home. $25.50

RAVENLOFT NOVELS

The Ravenloft Series

1. Vampire of the Mists Jander Sunstar, an elven vampire, forms an alliance with Count Strahd, unaware the Strahd is the very enemy he seeks. $10

2. Knight of the Black Rose The cruel death knight Soth finds a way into Ravenloft, then discovers that it is far easier to get in than to get out - even with the aid of Strahd. $10.00

3. Spectre of the Black Rose Sequel to the above, Lord Soth fights to keep his reign of terror from crumbling. *Due March '99* $11.00

3: Dance of the Dead Larissa is a dancer on a riverboat that journeys to a zombie-plagued island. The music is chilling, and Larissa must master the Dance of the Dead to save herself. $10.00

4: Heart of Midnight Casimir has inherited his father's lycanthropic curse. Now the young werewolf must embrace his powers to ward off his own murder and gain revenge. $10.00

5: Tapestry of Dark Souls The monks' hold over the Gathering Cloth, containing some of the villest evils in Ravenloft, is slipping. They only hope is a strange youth. $10.00

6: Carnival of Fear $10.00 **7. The Enemy Within** - $10.00

8.Mordenheim- $10.00 **9.Tales of Ravenloft Anthology** $10.00

10. Baroness of Blood A novel about a young lady's father is beheaded by his conqueror, and she plots revenge as his wife, and spreads a legacy of blood and terror across the land. $10.00

11. Death of a Darklord A multiple assassination conspiracy, where assassins are agents of good (or so they think) and their target is the tyrannical

evil leaders who rule Kartakkas. But who is their real target? $10.00

12. Scholar of Decay Set between the mysterious Mists of Barovia and the putrid, unexplored underworld, hideous beasts stalk the innocent, and the wise seek strong walls before the sun goes down. $10.00

13. King of the Dead The horrific tale of the Darklord Azalin the lich's former life and his descent into Ravenloft. $10.00

14. To Sleep with Evil A young bride becomes ensnared in a deadly plot of vengeance when a gypsy's curse reaches out from beyond the grave. $10.00

15. Lord of the Necropolis By sending his minions to harvest the life force of the occupants of Darkon, Lord Azalin hopes to become the demilich and escape the world of Ravenloft. $10.00

16. Shadowborn Alexi Shadowborn sets out to discover who is desiccating a local cemetary, and the encounter leaves him forever changed, with the curse being linked to an assassination of a family member that occured twenty years ago. $10.00

17. Tower of Doom A lonely, disfigured hunchback is persecuted and called a monster, so he decides to get revenge by being what they accuse him of being. $10.00

Miscellaneous

1. I, Strahd Sergei, young and idealistic brother to the war-hardened Strahd, loves beautiful Tatyana. But so does Strahd, who sees in her all the grace and beauty the war had robbed from him. To win her hand, Strahd will do anything, even enter a pact with Death and seal it with his brother's blood. $10.00

2. I, Strahd: The War Against Azalin Strahd's perfect aristocratic existence is threatened by the arrival of the evil lich Azalin, whose army of the undead lays waste to the borderlands. In the war of undead verses undead, who can survive? $10.00

Earthdawn

EARTHDAWN RPG FANTASY Epic fantasy adventures in a medieval world, where the struggling peoples of the free races of Barsaive are pitted against the evil Empire of Throm as well as the monstrous creatures remaining from the Scourge. By FASA. A 336 page hardback book detailing everything players and gamemasters need to adventure in the world of Earthdawn. The book features 48 pages of color plates showing the different disciplines and races available to players, as well as many of the supernatural creatures. The history, cultures, and weapons of the various races are covered, as well as the cloud-ships of the Empire. Players can be elf archers or troubadours, ork beastmasters or cavalry, dwarf elementalists or weaponsmiths, human illusionists or nethermancers, troll sky raiders, T'skrang swordmasters, Windling thieves, Obsidian warriors or wizards. Includes 18 full color treasure cards. Softcover $34.00

Arcane Mysteries of Barsaive Magicians wield the greatest and most fantastic powers, their spells can blast away mountains, turn day into night, and raise the dead. Offers more than 200 spells. Includes new talent knacks and magical items, ranging from simple fire-starter wands to magical treasures once wielded by heroes. $25.50

Barsaive Campaign Set Boxed set including 36 creature & treasure cards, poster map, a Guidebook to Barsaive, and a GM book with creatures, treasures, important people & legends. $34.00

Blades Adventure that leads the PCs in search of the Key Knowledge to empower the Blades of Cara Fahd, magical daggers originally wielded before the Scourge. But the characters learn that within the Blades is a power so dangerous that it threatens all life. $25.50

Cara Fahd: The Ork Nation From across Barsaive, thousands of orks have come to rebuild their ancient homeland of Cara Fahd. This sourcebook tells you all about these tribes. Looks at their recently founded capital, their leaders, conflicts, etc. $30.00

Creatures of Barsaive The Horrors are not the only threat to those who travel across Barsaive. The wild creatures of the land, some twisted by the Scourge into living nightmares, pose dangers to the adventurer unlucky enough to cross their path. 50 creatures. $30.00

Crystal Raiders of Barsaive The troll crystal raiders are the only force in Barsaive that can battle the mighty airships of the sinister Theran Empire. Describes these fierce raiding tribes, their airships, crystal weapons, etc. Rules for airship combat. $34.00

Denizens of Earthdawn Vol 1 Includes heaps of full color plates, this 128 page book describes the elves, humans, t'skrang, and windlings in detail, and provides race-specific disciplines, new talents, and special rules for playing each race. $30.00

Denizens of Earthdawn Vol 2 In-depth description of dwarves, obsidimen, orks, and trolls & how they fit into society. $30.00

Earthdawn Dragons Dragons are the most mysterious and magically powerful creatures in all of Barsaive. But the separate society that they have so carefully cultivated is about to end, for a rogue dragon has exposed the dragons' secrets and their plans for Barsaive's future. *Due Nov.* $37.50

Earthdawn Companion Guidelines for advancing characters beyond limits set in the rules. Has 50 new Talents, 40 new spells, a system to create new original character disciplines, rules for playing questors and Lightbearers, rules for ship combat, etc. $30.00

Earthdawn GM Pack GM Screen, sheets of treasure cards, a full length adventure, & campaign guidelines. $20.00

Earthdawn Survival Guide Offers players and gamemasters a detailed look at the hazards of exploration and adventuring in the land of Barsaive, from the hazards of the underground and wilderness expeditions to the dangers of travelling, as well as descriptions of the Badlands, Death's Sea, the Mist

Swamps, and the Wastes. $30.00

Horrors The Horrors, abominable creatures from the darkest depths of astral space, are some of the most powerful & destructive beings ever to roam the world. Though the end of the Scourge sent many of them back to the hell that spawned them, several of the strongest & most dangerous remained behind. $30.00

Infected An adventure in which the players race against time to save a young girl accused of being infected by a Terror by members of the Grim Legion, who have placed the village under quarantine. $17.00

Legends of Earthdawn Vol 1 Offers players and GMs 30 legends told among the people of Barsaive, involving heroes, Horrors, and legendary magical treasures. Statistics are included for Horrors & Magical Items. $17.00

Legends of Earthdawn Vol 2: The Book of Exploration Offers adventurers a wealth of info by posing questions, recounting legends, offering clues to ancient puzzles, describing both unimaginable depravity and selfless sacrifice, and many tales of exploration. $17.00

Magic: A Manual of Mystic Secrets Expands the use of magic and provides rules for using magic in previously unexplored ways. In addition to offering a spell design system, this book describes new uses for thread and blood magic, and new rules for enchanting and creating magical items, summoning spirits and exploring astral space. $30.00

Parlainth: The Forgotten City Once the Theran provincial capital, this city is an overgrown sprawl of crumbling towers and moss covered temples. But there hidden are countless treasures, magic, & secrets. Boxed. With a 144 page book detailing the city and explorers' outpost of Haven, options for exploring the ruins, etc. There are fragments of first hand info about the ruins in the form of documents, a map, & 18 cards. $42.50

Parlainth Adventures Four gruelling adventures which take characters from the frontier town of Haven through various areas within the ruins of the Forgotten City. For characters of Circles 2-5. Includes a Slumbering Horror awakening to malevolent life and turning Haven into a seething cauldron of violence into chaos; an ancient Theran treasure; & undead. $17.00

Prelude to War The arrival of a city-sized stone airship marks the long-dreaded return of the Theran Empire to Barsaive, the first step in the Theran's scheme to reconquer the province they once ruled. And the orks are all gathering together in unity - a bad sign for the other races. $24.00

Secret Societies of Barsaive Several significant and powerful clandestine groups, such as the Keys of Death, cultists of the Horror Verjihorn, and the people behind them and their goals. Includes adventure ideas. $30.00

Shattered Pattern An elderly elf asks the characters to discover his lost name and identity, but the truth leads to much more than the characters suspect, as they find themselves caught between the Horror and a Dragon. $17.00

Sky Point and Vivane The city of Vivane is the Theran Empire's last foothold in the province it once owned. Hundreds of feet above Vivane, supported by vast stone pillars, is the fortress known as Sky Point, the centre of Theran Military power in Barsaive. It commands a vast fleet of armed airships and massive, floating citadels, all capable of wreaking untold destruction. Boxed set. $42.50

Sky Point Adventures From a search for stolen coins belonging to a Theran Noble houses; to a vital document falling into a master criminal's hands; to a sinister plot to magically control the minds and wills of captured slaves. Three adventures. $17.00

Theran Empire Great Thera stands at the heart of a far-flung empire full of strange customs, awe-inspiring beauty and great intrigue. Travellers through these provinces must be wary of Thera's influence, but even greater dangers lie in the unfamiliar creatures and peoples native to these lands. $37.50

Terror in the Skies The trading companies of the city of Travar are being plagued by sky-bound Horrors, & the group of PCs are helping defend the cities airships before being sent on a quest. $17.00

The Blood Wood Once the Elves of the Blood Wood embodied beauty and grace. Now they are terrible to behold, having corrupted themselves with powerful magic in order to escape the Horrors. Constantly bleeding from the thorns that pierce their bodies, these elves live in agony amidst an unnatural, twisted wood. $30.00

The Mists of Betrayal When a group of heroes are hired to deliver a payment to the Elven Court, they learn the corruption of the Elven Court extends into the heart of Barsaive. $13.50

The Serpent River Though the five trading houses of the t'skrang control the Serpent River, even they cannot protect travellers from the menacing creatures that lurk in its depths and the pirates who plague its banks. $30.00

Throal: The Dwarf Kingdom The mighty dwarf kingdom from the bustling, noisy Grand Bazaar to the majestic chambers of the Royal Hall, this kingdom encompasses seven cities full of people from all walks of life; dwarf merchants, ork tavern owners, t'skrang swordmasters, etc. $34.00

Throal Adventures Adventures set around Throal, from intrigue to clashes with authorities, criminals and Horrors, as adepts investigate strange rumblings beneath the Inner City of Hustane. $20.00

EARTHDAWN NOVELS

6. Shroud of Madness Cassian, a Theran official, is sent to the city of Vivane to investigate the brutal murders and mysterious suicides of several nobles and their children. There he uncovers a blood-magic cult deep in the heart of the city. $4.00

Elric!

DARK FANTASY The brutal world of the Young Kingdoms, a realm where decadent empires crumble as bold new nations gain in power. Based on Moorcock's books. By Chaosium.

Elric! RPG A new and complete roleplaying game set in the Young Kingdoms. This game replaces Stormbringer. It features streamlined combat, a cast magic system, summonings, and a rich background from the Elric Saga. With 158 pages, featuring a new map of the Young Kingdoms. $34.00

Atlas of the Young Kingdoms Vol 1 Discusses the Sighing Desert, the Weeping Waste, heavenly Tanelorn, horrible Nadsokor, the ancient evil of Org and the Forest of Troos, free-trading and progressive Ilmiora. We learn histories, products, attitudes, customs, etc. $30.00

Elric Screen 6 panel screen plus loads of goodies: 4 rules reference cards, bookmark with index, new character record sheets, 11x17" map of the world, & the Curse of Chardros, a complete scenario. $25.50

Sailing on the Seas of Fate All the information needed to expand your campaign across the mighty oceans of the world. Ship and sailing rules as well as adventure ideas. $22.00

The Bronze Grimoire The magical supplement includes new enchantments, powerful additions to spells, a discussion of elementals, & disturbing new demon breeds. $22.00

The Fate of Fools Two complete adventures set in the Young Kingdoms. Can you resist the advance of the Lord of Ennui? $18.50

The Unknown East Twelve thousand years ago a strange people settled an Island, changed the world and changed themselves. Melnibone and her chaos patrons warred against the Menastrai, supporters of the balance. The Menastrai fled to unknown eastern lands, where they build great kingdoms. But now Melnibone has found them again. $30.00

Epiphany: Legends of Hyperborea

Epiphany: Legends of Hyperborea RPG A brand new release from BTRC. In this complete diceless role playing game, Atlantis is alive! Atlantis, Lemuria, Mu, legendary kingdoms of magic, all now sunk beneath the sea, and despite our science and technology, they remain hidden, and so confined to the world of myth. You role play in the past of these magical kingdoms, before their destruction. Even without dice, the outcomes of debates and duels are still uncertain. $12.00

Fading Suns

SCI-FI Set in mankind's far future, where a new dark ages has fallen. By Holistic Designs.

FADING SUNS RPG It is the dawn of the sixth millennium after Christ nd the skies are darkening, for the suns themselves are fading. Humans reached the stars long ago, building a Republic of high technology and universal emancipation - and then squandered it, fought over it, and finally lost it. A new Dark Age has descended upon humanity, for the greatest of civilisations has fallen and even the stars die. Now, feudal lords rule the Known Worlds, vying for power with fanatic priests and scheming guilds. 270 illustrated pages rich in background and information, as well as a star map. $45.00

Byzantium Secundus Byzantium Secundus - the center of the Known Worlds and seat of the Empire. There is no more important or intrigue-laden world, for here the fates of millions are determined. Ambassadors, Church fathers, alien envoys all vie for the Emperor's attention. From here Alexius' knights fan out across the Known Worlds on quests for glory. They do not realise that the great perils lies in their own backyard. This world's darkest pits hide unimaginable evil... $33.00

Children of the Gods One of the earliest sentient alien races humanity discovered was the Ur-Obun, who were peaceful. Then humanity met their violent cousins, the Ur-Ukar. These two races were gifted by the gods, the ancient Anunnaki jumpgate builders, with unique technologies. $22.00

Fading Suns GM Screen & Weapons Compendium A sturdy screen with charts and tables, complete with weapons and armor lists and more. Includes a fully illustrated Weapons Compendium detailing the wide variety of Known Worlds weapons, from splinter swords and cluster guns to the more exotic Symbiot guns. $22.00

Fading Suns Players Companion 208 pages including new Blessings and Curses, Benefices and Afflications, skills, occult powers, weapons, equipment and valuable rules expansions. Also new character roles: Church sects, guilds, military units, long awaited details on sentient alien races and the genetically engineered Changed. $45.00

Forbidden Lore: Technology Technology is the Known Worlds is not what it once was. Science fell from its pinnacle with the rise of feudal lords and superstitious priests. Engineers pick over the bones of the past to revive ancient war machines. Information on starships, vehicles, economics, think machines, cybernetics, etc. $25.50

Lords of the Known Worlds Nobles are the unquestioned rulers of the universe. Few are privy to their lifestyles and secrets, and the great unwashed understand little of the perks and problems associated with rulership, taxes, wars, rivals. Herein are detailed histories and sociologies of the 5 Royal Houses, 10 minor houses, & alien nobility, & Vorox lords. $30.00

Merchants of the Jumpweb The merchants own the stars. Without their high-tech savvy and the loans from their coffers, travel and commerce would grind to a halt. Here are the histories and modus operandi of the Merchant League guilds, from the free-wheeling Charioteers, weird Engineers ans savvy Scravers. Also a cost-of-goods list, laws of crime and punishment. $34.00

Noble Armada See the miniatures section. $100.00

Priests of the Celestial Sun The nobles may rules the secular lives of the Known Worlders, but the Church guards their souls, and in doing so, dictates to the nobility. But new sects and orders are arising in the wake of the Emperor wars and causing divisions and weaknesses. Details the lives of the saints, histories and beliefs of these sects. Also has great B&W artwork. $32.50

Sinners & Saints Here is a rogues gallery of people and creatures from the Known Worlds and beyond; noble rivals, priests, space pirates, deadly mercenaries, assassins, alien animals. Each comes with its own sheet for ease of use by players & GMs. $27.00

The Dark Between the Stars The Anunnaki left behind many strange devices and their ancient secrets lie buried on many worlds - secrets which can bring salvation or destruction. But they are their works are not the only mysteries, for strange entities lurk in the voied, tempting humans and aliens to do evil... $33.00

Weird Places Roam the strange fields of Pentateuch. Discover a secret Lost World hiding a powerful artefact sought by all. Uncover a hidden barbarian fortress on Kurga. Ship out to Bannockburn to halt a deadly Symbiot excursion. Search the haunted chapel of Manitou for lost lore. Or dock at Barter, a travelling marketplace in space. With stunning B&W artwork. $22.00

Fading Suns Fiction

The Sinful Stars: Tales of the Fading Suns The first anthology to the Fading Suns universe. Stories include a search for an ancient relic that bends time; nanotech research releases an ancient evil; a priest tries to find relief from his sins, etc. *Nov.* $29.00

Forge: Out of Chaos

FORGE: OUT OF CHAOS RPG A forgotten world awaits you. It was once a paradise but is no longer! Once beautiful landscapes are now swamps, desolate wastes and jagged mountains. The calm and gentle rain has turned to fierce storms of fire and ice. Nothing of paradise survived the Banishmen! Not even the gods. The world is now plagued with monsters. These hideous creatures survived the Banishment, hidden in secret lairs beneath the mountains. Slowly they have returned, devouring hapless travellers, soldiers and small frontier villages. But you and other heroes like you have emerged to hunt down these beasts - and the battle is joined. With 11 detailed races, select proficiencies such as Assassination or Mounted Combat, no arbitary experience points. More than 70 monsters, 6 types of wizards, etc. 202 pages. $38.00

GURPS

GURPS BASIC RULEBOOK 3rd Ed. An elegant system, with supplements for every type of RPG genre that can be linked to the basic mechanics without the need to learn a new set of rules. By Steve Jackson Games. 256 page softcover - contains all the necessary mechanics, including magic, advanced combat, psionics, character creation, record sheets, etc. $47.50

GURPS Basic Rulebook Hardcover As above, in hrdcvr. $57.00

GURPS Alternate Earths Travel the Confederate States of America by dirigible, battle the Aztec Jaguar Knights in their conquest of Europe, join the American resistance against Nazi occupation, march with Roman legions in their campaigns in the New World. $34.00

GURPS Arabian Nights Flying carpets and magic lamps, flashing scimitars and scheming viziers, crusaders, Mongols and Bedouin, sultans, poets, merchants and the original Assassins. Confront the terrible shapeshifting Djinni. 128 pages. $37.00

GURPS Autoduel 2nd Ed Set in our post-apocalyptic world, based on the Car Wars boardgame. Its a world devastated by war, famine and despair... on lawless highways where the right of way goes to the biggest gun. Includes an updated AADA Road Atlas and Survival Guide, vehicle construction, character creation, campaign ideas, history of Autoduel America, etc. $34.00

GURPS Black Ops Vampires, werewolves, demons, strange things living in the sewers. You work for the Company, trying to suppress this truth from reaching the public while at the same time trying to stop these vermin taking over the world. $34.00

GURPS Bio-Tech Who needs silicon and steel? Upgrade your old body with steroids and smart drugs, transplants and viral nano... or just get a new one. Or maybe you don't think being human is so great? Then improve on nature with eugeneering and genefixing. Or just go parahuman - you can be a cat! $40

GURPS Celtic Myth Standing stones. Headhunting and human sacrifice. Lusty kings and cattle-raiding queens. Naked warriors painted blue. Mysterious druids and crafty Sidhe. The Celtic world was full of strange enchantments and bloody battles. $34.00

GURPS Compendium I Compiled from over a hundred GURPS books and dozens of Pyramid Magazine articles to bring you the most complete compilation of character generation rules ever. $45.00

GURPS Compendium II Combat and Campaigns. A digest of advanced rules for combat and injury, healing, mass combat, hazards and threats such as decompression and radiation, campaign design and equipment. $40.00

GURPS Cyberpunk An accessory for playing Cyberpunk with GURPS. $34.00

GURPS Discworld The World is Flat! It rests on the back of four giant elephants, who in turn stand on the back of a great turtle. Based on the popular novels, also includs GURPS Lite, simplified rules that let the game be played on its own. This humorous game is complete with Discworld magic, a guide to the best inns, Things From the Dungeon Dimensions, Gaspode the Wonder Dog, the Circle Sea, the features of Ankh-Morpork city, etc. $50.00

GURPS Dinosaurs Giganotosaurus, the largest carnivore to walk the Earth, packs of Deinonychus, the "terrible claws"; Triceratops, armed with shield and spears; Ankylosaurus, the living tank; the fearsome Tyrannosaurus Rex...their fossil bones inspired myths of dragons and other monsters. Their images still terrify us today. Visit their world - or have them visit yours... $34.00

GURPS Egypt All you need to roleplay in ancient Egypt. Who was Sinue? How is Horus related to Ra? Why does it matter if the Nile floods every year. Why mummify everything? Gives history, an Egyptian bestiary, religion, magic, daily life, & pyramids! $38.00

GURPS Fantasy Folk 2nd Ed From the tiny winged Ellyllon to the tall Giants, this book brings 24 nonhuman fantasy races to GURPS. $30.00

GURPS Goblins The first full color GURPS supplement. This is an adults only humorous look at 1830 Georgian London. This culture is infested with goblins, devious, evil creatures which includes gnomes, hobgoblins, trolls, ogres, etc. They come in whatever shape, size and color they please. $37.50

GURPS Greece Quest through the Heroic age of legends, with Heracles, Odysseus, Medusa, Achilles, the nine headed Hydra, Harpies, the Minotaur etc, or campaign in historical Greece. This supplement covers both in detail. $34.00

GURPS Illuminati The Secret Masters have denied all knowledge of the conspiracy theories put forth in this recently published book. "To begin with, we don't even exist," said a spokesman, "The Illuminati are a myth." He went on to say, "Everything you know is a lie. Everything you suspect is true!" $36.00

GURPS IOU About the Illuminati University. What does the 'O' stand for? You are not cleared for that information. A highly humorous book, which includes Campus Rules, such as: 6} No black holes on campus. Except small ones on pizzas; 7} No antimatter on campus, either, Even on pizza; 8} Destruction of the Earth, the Sun, or other Solar System objects requires the written permission of the Arch Dean! $32.00

GURPS Mage: The Ascension 192 pp book that allows players to play MAGE using the GURPS rules system. $38.00

GURPS Martial Arts 2nd Ed Rules for over 50 different armed and unarmed fighting styles, including historical and modern styles, science fiction and fantasy styles. Each style is presented in realistic and movie forms. $38.00

GURPS Mecha From battlesuited space marines to giant walking tanks, this book covers the entire mecha genre, including construction rules, advanced rules, transforming, a campaign world, etc. $34.00

GURPS Places of Mystery Have you ever wanted to visit Stonehenge? Now you can. Or uncover the mystery of the lost city of Atlantis. Travel back in time to ancient Babylon. Journey to Shangri-la and explore the Dreamtime beneath Ayers Rock. 128 pages. A good read. $34.00

GURPS Planet Krishna From the classic Viagens books by L Sprague de Camp, a story of swashbuckling adventure in space, featuring people who could be humans exect for their green skin and feathery antennae; six legged yekis, sea-monsters, etc. $34.00

GURPS Robots A cold-eyed stare from the shadows of the alley... the spine-tingling scrape, scape as metallic feet drag along the concrete... the squeak and whirr of hinges and hydraulics as the machine approaches. The robot is an intriguing yet sinister being - created to serve, but in many ways superior to its weak and fallible human masters. We need the robots, do they need us? $38.00

GURPS Russia This is a special release not available through the stores. We bought a few copies at full US retail, hence the high price. Enter a land of white snow, red blood and black humor. Explore the world of Russian folklore and fairytales, where all sorts of interesting and dangerous creatures dwell. This is medieval Russia, a culture practically forgotten today. $75.00

GURPS Supers 2nd Ed Costumed crusaders fighting against forces of evil. Now you can custom build the super character of your choice. You can duplicate your favorite comic-book hero or design almost any super ability you can think of. Each hero and villain you develop is fully defined in both power and personality. $38.00

GURPS Technomagic A worldbook that combines magic and high-tech. But its NOT Cyberpunk. No netrunning, no brain-jacks, but lots of action. F-15s versus dragons, etc. *Due Dec '98?* $38.00

GURPS Traveller Returns us to the Traveller storyline that everyone loved – this is the official alternate universe for Traveller in which the Rebellion never occurred, the Virus was never released and the Emperor Strephon rules an intact Third Imperium. All presented with GURPS rules, which also cover modular starship construction, a space combat system for ships, etc. $42.50

GURPS Time Travel Rules for flitting around time, past, future. $38.00

GURPS Ultra-Tech Sourcebook for the 21st century. Covers personal weapons, personal protection, heavy weapons, medicene, tools and repairs, and gadgets galore. $34.00

GURPS Ultra-Tech 2 Hard-core, hard-wired hardware, from gatling carbines and Gauss shotguns to squirt pistols and killer nanomachines. Also discover medical nanotechnology and lots of new wonder drugs; electrothermal guns, etc. $38.00

GURPS Undead Everything from subtle hauntings to undead necromancers, from Gothic vampires to brain-eating zombies. Also history of the undead, guidelines for creating undead, a dozen classic undead archetypes, sample characters, etc. *Due Nov.* $36.00

GURPS Vampire Allowing you to play Vampire stuff with GURPS rules. $34.00

GURPS Vehicles 2nd Ed 208 pages. From rowboats to racing cards, balloons to battlesuits, trains to teleporters - if you can dream it up, you can design it with this book. With a streamlined vehicle design process, with more options, features and accessories at every step. $45.00

GURPS Warehouse 23 The Ark of the Covenant sits on a shelf next to the gold plates of Moroni and the dissected corpses of Martian invaders. Scores of bizarre items - and the ultra-secret facility that stores them. This warehouse is like "Area 51" or "Hanger 17", being a government installation hiding the truth from the public. $34.00

GURPS Werewolf Allows you to play Werewolf with GURPs. $38.00

GURPS Wizards Introduces GURPS new template system, designed to streamline character creation. Has 28 wizard archetypes such as elementalists, enchanters, healers, illusionists, seers; druids, rune-mages; 112 ready to use sample characters. $38.00

Heavy Gear

HEAVY GEAR RPG 2nd Ed The world Terra Nova was settled a thousand years ago, but now is isolated from Earth after the collapse of the Human Concordat. Two confederations exist on Terra Nova and apart from beating off invasions from imperialistic Earth, they totter on the brink of world war, with constant border clashes and raids. Warfare is mostly restricted to ground units such as Heavy Gears: suits of body armor making an infantryman into virtually a small vehicle; light and heavy tanks, striders, grunts, etc. This 2nd Ed includes the simple and elegant Silhouette game engine; complete role playing rules, a detailed world background, a rich setting; complete tactical rules and guidelines for campaigns, scenario generators for quick games; rules to use the tactical system as a hexless miniatures tabletop game; 20 illustration archetype, illustrated & detailed stats for 8 Gears & 2 Striders. By Dream Pod 9, this is heavily influenced by Japanese anime. $57.00

Heavy Gear: Tactical Campaign Pack One Guides players through a multi-part campaign during the Interpolar War. Scenarios can be played individually or as a campaign. Has a new map and new counters, all in color, of course. Due Dec $37.00

Heavy Gear: Tactical Combat Boxed Set Contains 36 Gear color stand-up counters, 10 infantry counters, complete rulebook, two Player's Guides, 10 APC counters, 4 full color hex-maps, a detailed campaign book, and and exclusive miniature. Experienced players can still enjoy it because it has 12 new scenarios, plus the stand-up full color counters of Heavy Gears. $79.95

Crisis of Faith: Story Book One Traces the events on Terra Nova from TN 1933 through TN 1935. The planet lurches toward a global conflict and the words of Terranovans themselves betray their machinations and true intentions. Includes letters, private conversations, official reports. $34.00

Duelist's Handbook The ritualised and violent world of Gear dueling. Examines the duties and lives of military, professional and underground duelists, and features three new Gear models, new weapons, new perks, and detailed rules for small scale tactical combat. The city-state of Khayr is detailed as well as 7 PCs. $36.00

Heavy Gear Character Compendium Personalities and archetypes for GMs to spice up their campaigns. Each character has adventure seeds and links with one another. Also has NPC generator. $39.00

Heavy Gear Design Works Presents development sketches and out of print illustrations, displaying the evolutions and functions of the principal vehicles and mechanical systems of the Heavy Gear universe. Lots of full color illustrations. $34.00

Heavy Gear GameMaster's Guide & Screen Perfect companion to Heavy Gear 2nd Ed. Contains a three-fold GM Screen, full color map of Terra Nova, easy to access reference tables, how to handle problem players, random equipment package tables, etc. $36.00

Humanist Alliance Leaguebook Built to provide the greatest good for the greatest number, the Alliance lives with a rigid caste system and near-religious worship of knowledge. But they use extreme measures in their struggle against deviants and the Southern Republic. Has new equipment, sample campaign sets up, etc. $36.00

Into the Badlands Sourcebook Info on the people of the Badlands. Focuses on people and events, and emphasises how their relationships are changing with the move to war. Includes Paxton Arms, new settlements, Rover Gangs, Northern and Southern Forces, Semi-Legendary Sand Riders, etc. $34.00

Life on Terra Nova Sourcebook 2nd Ed Completely updated and revised, with new information. This book gives a complete and gripping history of the Heavy Gear universe, from mankind's early steps in space to the terrible War of the Alliance; an extensive examination of Terra Nova's characteristics from geology to hydrography and each regions flora and fauna; a listing and description fo all city states; heaps of NPCs; cultures and lifestyles; a listing of planets colonised by man in the 62nd century, etc. $44.95

Mekong Dominion Southern Leaguebook three. While the majority of the planet is bracing itself for what seems like an inevitable conflict, the Mekong Dominion is already engaging in all out warefare. Its merchants are doing huge business with enemies and allies, helping make the Dominion extremely wealthy. $37.00

Mini Heavy Gear This is like the old Mini Car Wars. It is a complete game of Heavy Gear mecha combat, printed on a full color, double sided sheet, which includes shortened rules, 8 counters of heavy gear, rules, and a small map. It plays by itself, you don't need any other rules. (You need a few D6 dice.) $1.00

Northern Guard The main armed force of the North and leading the fight against the Southern Milicia. The Guard fields a devastating combination of Gears, armor and infantry. Details on over 70 standard squadron types, for gears, striders, infantry and armor. Seven new Gear and tank variants. Background info, etc. $38.00

Northern Lights Confederacy Sourcebook Travel to the true north in the first Heavy Gear League sourcebook. Gives complete details on the NLC, which is torn apart by a powerful religious conflict. Includes details on Sorrento Revivalism, all 14 Norlight city-states, warrior monks, Henema Police Quick Response Teams, etc. $32.00

Northern Vehicle Compendium One This first volume contains the Gears and striders originally found in Field Guides N1 and N2, along with all the weapons and flaws found in these two books, and a wealth of new material. Has fifteen heavy gear classes, seventy vehicles, two strider classes. $46.00

Northern Vehicle Compendium Two Tanks and Artillery. Mighty battle tanks and artillery platforms bring unprecedented firepower to the battlefield, which APCs carry troops to the front. Covers over 20 vehicles with record sheets. $32.50

Northern Vehicle Record Sheets One Companion to the Vehicle Compendium. Provides record sheets for 86 widely deployed Gears, 8 Combat Striders, 10 vehicle prototypes, and also has variants. $35.00

Southern Republic Army List The Southern Republic is a sweeping land gifted with natural beauty and a prosperous civilisation. It is also an imperialist league formed upon supremacist ideologies whose history is steeped in the blood of the conquered. A look at the power behind the might of the Southern Republic. History, ranks, traditions of the armed forces, stats on new republican vehicles and equipment. $42.50

Southern Republic Sourcebook Complete details on the most powerful of the four Southern leagues of Terra Nova. Geography, history, economy, and society, including details on all its city-states. $36.00

Southern Vehicle Compendium One All the Southern vehicles found in the Heavy Gear books, as well as brand new designs, along with background information on the Corporations making the Heavy Gears. $32.50

Southern Vehicle Compendium Two Tanks and Artillery. Mighty battle tanks and artillery platforms bring unprecedented firepower to the battlefield, which APCs carry troops to the front. Covers over 20 vehicles with record sheets. $32.50

Southern Vehicle Record Sheets One Companion to the Vehicle Compendium. Provides record sheets for 83 widely deployed Gears, 11 Combat Striders, 10 vehicle prototypes, and also has variants. $35.00

Tactical Air Support Covers everything not included in the primary rulebook, from air war tactical rules (movement, special manoeuvres, altitude) to dogfighting (one-on-one aircraft combat). It also includes all the necessary aircraft design and maintenance rules, new weapons, new perks, flaws, and twenty different aircraft types, and NPCs. $36.00

Tactical Field Support Contains the all-new skirmish scale, a detailed advanced combat initiative system for small unit actions, advanced artillery rules, advanced minefield rules, eight new support weapon systems, and game stats for 25 battlefield support vehicles. $36.00

Technical Manual Provides full background and development info, technical illustrations; complete rules for using, repairing and modifying Heavy Gear technology. 23 new ammo types. $31.95

The New Breed: Battle Before the Storm Based on the Heavy Gear Computer Game, this book describes the game's landships and provides insight as to their crews and capabilities, as well as giving background material. Contains an 8 page color section with cutaways, sketches, and screen shots from the game. $47.50

The Paxton Gambit A Heavy Gear campaign. Follows on the storyline from Crisis of Faith. The only thing which can save the Peace River City-state from scandal, assassination and terror is a small cadre of peace officers. Has fully fledged scenarios, source material, a history update, and new gears stats. $29.00

Heroes Unlimited

SUPERHERO A good moderate-complexity system that is fully compatible with Ninjas & Superspies, Beyond the Supernatural, TMNT & the Palladium RPG. **By Palladium.**

HEROES UNLIMITED 2nd Ed The revised Second Edition. Virtually every type of hero imaginable, whether inspired by comic books, pulps, novels, film or television, is waiting to be created and played. Features over 100 super abilities, scores of sub-powers, 40 Psionic powers, 100 magic spells, enchanted weapons and objects, robot and cyborg creation rules, super-vehicles, aliens, mutants, wizards, super-geniuses, vigilantes. 352 pages. $47.50

Mystic China The darker side of oriental mysticism, martial arts and ancient gods. Hidden sanctuaries, monasteries, and strongholds preserve ancient arts and knowledge to fight evil. 192 pages. $34.00

Hidden Invasion

HIDDEN INVASION RPG It has taken us over a year to obtain more stocks of this X-Files style game, but at last, we found it! Mysterious lights appear in the evening skies. Strange sightings in remote parts of the world. Men in black harassing innocent people about what they have seen. Alien beings threaten our world. Humans are used for genetic experiments. The game details the alien races active on Earth, as well as their technology, underground bases, secret networks, human co-conspirators, and who the aliens have under their control! On special.... $18.00

Hol

HOL Human Occupied Landfill. An adults only RPG by White Wolf full of offensive language and content. Set in a future slum-type setting, a virtual junkyard becoming the site of human occupation, possibly on another world long since colonised. If you want to know more, buy the book, because the whole thing is hand-written with innumerable handwriting styles which cause my eyes to want to look elsewhere. The book says it is a Science Fiction RPG for gamers who've had a really bad day. $25.50

Buttery wHOLesomeness Well, I'm looking at the pages of hand written notes and rules and I'm trying to work out what this book is. It appears to cover character creation, pregenerated characters, new skills, stuff on sidekicks, lots of armor and lots of weapons. But I can't be sure. $17.00

In Nomine

IN NOMINE RPG They are very much like us. Some seek to do good, others corrupt and destroy. Some set out to do one thing, but accomplish another. Some are fiercely devoted to their work. Some doubt that they really make a difference. And some wonder, in the small hours of the night, if they picked the right side. They have greater powers, for good and evil, but they are merely pawns of greater powers still. This is the much awaited RPG of angels and demons in a perpetual battle for the future of mankind. Based on two French RPGs. Full color throughout, 208 pages. By Steve Jackson Games. $45.00

In Nomine Hardcover RPG Exactly as above, except with a hardback cover. There are two versions - you can choose white or black. $57.00

Angelic Player's Guide History, laws, and Choirs of angels, also the dark paths that can lead them to a fall from grace. Expanded angel descriptions, 4 new campaign concepts, etc. $37.00

Infernal Player's Guide Everything you wanted to know about demons - their history, laws, the Bands they belong to and the Princes they serve..even the paths that can lead them to redemption. Also mixed campaign concepts, renegades, creation guide. $37.00

In Nomine GM Pack GM Screen plus an adventure for three to five Celestials, angelic or diabolical. $21.50

Liber Reliquarum Has everything you'll need to put artifacts in your campaigns. Discourses on the nature of artifacts and their place in the world, enhanced rules for artifact creation, over one hundred new relics, and two adventures, etc. $37.00

The Revelations Cycle

Revelations #1 Night Music Includes an adventure The Demon Prince of Rock & Roll, looks at the Archangel Laurence and Demon Prince Saminga; two new Superiors, expanded rules for soldiers, saints and the undead, ideas for adventures, etc. $36.00

Revelations # 2 The Marches Just be careful what kind of dream you have! The Marches is a vast dreamscape, ruled and fought over by Blandine and Beleth. Every mortal soul visits the Marches every night in slumber. $36.00

Revelations #3 Heaven & Hell Details the architecture and inhabitants of heaven and hell, including Dominic, Yves, Asmodeus, Kronos, Zadkiel, and Mammon, with many adventure ideas. $36.00

Revelations # 4 Fall of the Malakim The Malakim, purest of the angels and Heaven's ultimate weapon in the War, have never fallen. Most believe they can't. But in Los Angeles, a demon controlled cesspool selfishness and cruelty, something awful has happened and the truth may shatter the millennia old balance between good & evil. Includes an indepth look at Los Angeles and its celestial denizens $36.00

Revelations # 5 Final Trumpet Follows on from Night Music and Fall of the Malakim. The forces of darkness are trying to bring on Armageddon, a final battle that will engulf the whole world, but some infernals are opposing it while some angels are helping it – it is a time for everyone to take sides. $38.00

Jovian Chronicles

SCIENCE FICTION A complete Science Fiction adventure based on Japanese anime, brought to us by **Dream Pod 9.**

JOVIAN CHRONICLES RPG Silhouette Edition Tensions continue to rise between the Jovian Confederation and the Central Earth Government. Jovian President announced that Jovian Armed Forces will be increasing patrols in the Belt region through to the orbit of Mars. Earth responded by placing its fleet on high alert and placing new limits on civilian travel. War is expected before the end of the year. This is a complete game, using the Silhouette system found in Heavy Gear, about conflict in our solar system in the year 2210 AD. These rules contain everything required to play, including a detailed description of the Jovian Chronicles universe, the Silhouette roleplaying and tactical system, and a set of realistic vector-like space movement rules that are fast and efficient. Has more than 12 pre-generated vehicles. With full color pages. $54.00

Chaos Principle A large Jovian battlefleet arrives at Mars to protect the Confederation's sometime ally, the Martian Free Republic. But a fleet from Earth has come to support the Martian Federation, and soon both sides are seen scrambling for their fighters and exo-armors.The first Campaign Sourcebook. Contains all the vehicle designs, source material and info needed to play an extended campaign. $40.00

Jovian Chronicles Blueprints A set of eight highly detailed 11" x 16" blueprints covering the common warships of the Jovian Armed Forces. Full deck plans and layout diagrams. *Nov.* $30.00

Jovian Chronicles Companion Contains advanced rules and specific cases for those who want to take their characters and campaigns a step further. Additional background info, complete Silhouette vehicle and weapon design systems, etc. $44.00

Jovian Chronicles Mechanical Catalog There are a wide variety of vehicles in this book: exo-suits small enough to be used inside ships and bases; exo-armor, fighters, and space ships; and service and civilian vehicles such as repair robots. With stunning illustrations and background information on each item. $42.50

Jovian Gamemastering Made Easy Tips and tricks to help GMs with their campaigns, tools for designing campaigns, blank character & record sheets, & sturdy 3 fold screen. $34.00

Ships of the Jovian Confederation Details the fleets of the mighty Jovian Confederation, including three new ships. All ships have deck plans, schematics, illustrations, background info, tactical combat tips, reload and repair times, etc. *Dec.* $35.00

Kingdoms of Kalamar

Kingdoms of Kalamar This boxed set is a complete fantasy campaign setting - the lands of Tellene, a world filled with powerful sorcerics, strange races, clashing armies, deadly politics, chivalrous heroes, scheming villains, and much more. Set includes a 100 page book of a history of the peoples and nations, including the vast savanna of the Dhokker Horse-lords; a 88 page guidebook of deities and religions, secret organisations, etc; and a full color 36" x 48" map, one of the finest I've seen. You can use this setting with any fantasy RPG. (It cannot be played by itself.) $45.00

Mythos of the Divine and Worldy Kingdoms of Kalamar Vol II. 88 page guidebook describing 44 deities and religions of Tellene. Also details secret organisations, rune-sets for 11 languages, etc. $18.00

Secret Temple of Adajy The evil artifact known as the Orb of Midnight has been freed from its secret prison, religious fanatics disrupt the peace, the Prince's scout troops are missing, and more! $16.00

Sourcebook of the Sovereign Lands Kingdoms of Kalamar Vol I. 100 action-packed pages detailing the history of the peoples and nations of Tellene. From the Vohven Jungle to the vast savanna of Dhokker horse lords, with adventure hooks and a detailed essay on medieval cities. $20.00

Tragedy in the House of Brodeln The Duke is assassinated, the Prince has disappeared, and his son is threatened. You have to find the Prince, and your search will take you through a town, wilderness, and a dungeon, all covered in great detail. Includes 56 pages of background, NPCs, 8 maps, etc. $15.00

Knights of the Dinner Table Issue # 22 The comic strip of a GM and his four players. You can also pre-order later issues, or make a subscription to the magazine, if you like. $35.00 for 6 issues. $6.00

Kult

KULT 2nd Ed RPG Reality as we know it is a lie, an illusion fabricated to keep humanity at bay and prevent our awakening. Behind its facade something vaster and darker awaits - the true reality. The laws of nature prove to be weaker, and magic is a reality. A world where human wickedness mingles with terrors from other parts of a true, unseen reality. The evil that humans do corrodes the boundaries of reality and admits creatures from the other side. These creatures eventually enslave and consume the very people who foolishly conjure them up. Throughout the game, players are kept in the dark about the reality, only the GM knows what is really happening. For mature players only. $51.00

Legend of the Five Rings

ORIENTAL FANTASY A semi-historical fantasy RPG set in Japan, based upon the trading card game *Legend of the Five Rings.* **By Five Rings.**

LEGEND OF THE FIVE RINGS RPG A 250 page hardback book that brings us the roleplaying game based on the popular trading card game. Welcome to Rokugan, the Emerald Empire of a fantasy medieval Japan. Rokugan is a place of mystery and wonder, inspired by the legends of feudal Japan and other places in the far east. It's a world of samurai and ninja and spellcasting shugenja, where dragons soar the skies and danger lurks in every shadow. In this game you take the role of one of those legendary figures in search of honor, glory and adventure. Includes a complete beginning adventure to teach you the rules, simple character generation & flexible rules. Covers the Crab Clan, Crane, Dragon, Lion, Phoenix, Scorpion and Unicorn Clans, ronin, and hordes of monsters & creatures. $55.00

City of Lies Amid the rolling hills and gentle plains of Rokugan rests a city whose walls are as green as jade. Located in the heart of the lands held by the secretive Scorpion Clan, the city is Ryoko Owari Toshi, Journey's End City, the darkest lair of intrigue and villany in the Emerald Empire. Dark secrets, hidden treasures, sinister vices, etc. Contains 2 maps, 3 books, and 2 booklets. $54.00

Game Master's Survival Pack L5R Helps you to run a smoother campaign, organize cities and grand sweeping adventure plots, with lots of guides and tips. *Due Feb'99* $30.00

Legends of the 5 Rings GM Pack With a full color GM screen, advanced mass combat rules, and an adventure, The Hare Clan, where the Lion Clan has asked the heroes to recover a scroll in the possession of the Hare Clan. But the Scorpion Clan is also after the scroll, and they will stop at nothing to obtain it... $27.00

ShadowLands Sourcebook Beyond the barricade of the Kaiu Wall lies the twisted, poisoned region known as the Shadowlands. Here, the evil of a fallen god warps and contaminates the land and all who dare tread there. Honorable samurai have been driven mad, their bodies disfigured and their spirits crushed. Foul creatures such as goblins, ogres, trolls and oni roam the region, as well as mujina and zombies. 160 page hardback sourcebook. $47.50

Tomb of Iuchiban Black things scurry in the dead of night and Bloodspeakers walk the earth in search of their Dark Master's tomb. This boxed set contains adventures, a complete map of the tomb, etc, as you face the sorceror Iuchiban in his tomb. *Due Nov 98.* $57.00

The Tao of the Naga Details the history, background and culture of Rokugan's most mysterious race...the Naga. Has their culture before and after the Great Sleep. *Due Dec 98.* $28.50

The Way of the Crab For 1,000 years the brutal Crab Clan has guarded the borders of Rokugan from the horrors of the Shadowlands. Now learn what drives the Emerald Empire's grim defenders and discover the tactics they use to keep their unholy foes at bay. Learn the untold legend of Osano Wo. $28.50

The Way of the Crane Surrounded by opulent splendor, the Crane have created a world of culture, beauty and virtue. For ten centuries they have followed the path of honor and loyalty to the Emerald Throne. Discover the intricacies of Rokugan's most noble clan. Courtiers, Kakita Artisans, Iron Crane Daidoji, etc. $28.50

The Way of the Dragon The isolated Dragons have always been an enigma to the rest of the Empire. Now, you can learn what drives this mysterious clan. Includes background and history of the major Dragon families, details on their magic, and rules for playing one of the famed tattooed men. $28.50

The Way of the Lion Has new schools, ground-based military tactics for large units & new techniques for the Lion Bushi and Shugenja. $28.50

Way of the Lion

The Way of the Phoenix Dark sorceries and high magics capture the heart of the Phoenix. From their mighty Elemental Masters to the secret sorceries within their vaulted libraries. Also the dark story behind the Elemental Master. *Due Nov 98.* $28.50

The Way of the Scorpion "We are not misunderstood. We are just evil." The villainous Scorpion have made certain their reputation has remained untamished throughout Rokugan's history. But are the masters of deception really who they want you to believe they are? Also rules for advanced poisons, the Shosuro Assassin, etc. $28.50

The Way of the Shadow The Ninja investigations of Kitsuki Kaagi. A hardcover book. As Game Masters read of Kaagi's investigations, they will find notes and maps in the sidebars, showing them how to run a ninja campaign. Due Feb'99 $50.00

The Way of the Unicorn For 800 years, the Ki-Rin Clan wandered the wastelands outside of Rokugan. When they returned, they were the Clan of the Unicorn, armed with barbarian magics and tactics. Discover the secrets of this exotic clan! Includes new battle rules for Otaku Battle-Maidens. $28.50

The Winter Court As the snow falls on Rokugan's noble mountains, the courts retire to their grand estates. Winter is the season of civilization, etiquette, art and scandal. *Due Mar '99.* $38.00

Walking the Way The Brotherhood, ancient keepers of the wisdom of Shinsei & his Prophet Uikku, hold sway over the magics of the world. Contains new spells, kiho and other mystical powers and the secrets of Rokugan's shugenja. *Due Jan '99.* $47.50

Adventure Supplements

Honor's Veil Two adventures. A reckless Crane daimyo meets his death at the end of a wakizashi and you must solve the murder. And, two ambassadors disappear, a ghost appears, and to dig up the truth demands a price perhaps too high to ask. $18.00

Night of 1000 Screams An inhuman creature leaves murder and destruction in its wake. A mysterious sword is stolen. A shipment of festival goods goes horribly awry, a sinister cult plots to plunge the city into eternal darkness. Fast paced and action packed. $18.00

Code of Bushido Helping out a friend leads to intrigue, danger, romance and finally murder. A blood feud leads to a dreadful choice, with dire consequences. *Due Nov '98.* $18.00

Character Travelogues

Each Character Travelogue has a deluxe 12 page character sheet, honor and glory award records, Akodo's Code of Bushido, pages dedicated to spells, techniques, tattoos, etc, and, heaps of blank scroll pages on which to write your characters exploits!

Crab Clan Character Travelogue	$4.00
Crane Clan Character Travelogue	$4.00
Dragon Clan Character Travelogue	$4.00
Lion Clan Character Travelogue	$4.00
Phoenix Clan Character Travelogue	$4.00
Ronin Character Travelogue	$4.00
Scorpion Clan Character Travelogue	$4.00
Unicorn Clan Character Travelogue	$4.00

Macho Women with Guns

Spoof A sling off at other RPGs and common sense in general. **By BTRC.**

MACHO WOMEN WITH GUNS RPG 2nd Ed I'm extremely embarrassed by this, but it's true. Macho Women is back in stock. If you are tired of storytelling and diceless angst, and just want to go out and blow the living daylights out of something, Macho Women is the way to go. All the bad things are rolled into this one tasteless volume of 72 pages, with lots of new rules, cook artwork, and literally thousands of words arranged into marginally coherent sentences. $15.00

More Excuses to Kill Things Pre-designed adventures, scenarios and a solo adventure to twist your brains into putty and your characters into greasy spots on the carpet. More monsters, more gimmicks, more ways to turn mindless mayhem into experience points. $15.00

Guns, Guns, Guns Lets you design custom weapons for any roleplaying system, also detailed conversion guidelines for transfering weapons from one system to another. $27.00

Maelstrom

MAELSTROM RPG Before the Great Equinox there was an Empire. In the Empire all things were good. The world didn't shift around, and the shrikes were far away. There were great machines and ships that flew in the sky. The storm was tamed and the Empire brought th whole world together with obelisks and roads. But all of that is gone now. The storms tore it all apart. The setting of this game is a rich world of shifting realities, all tied together by the same storm. Home to alien cultures, Leonardan magic, gunpowder and pseudo-science, it caters to many different styles of play. From piracy on the high seas of the Outer Crescent to illegal duels at the Queen's Amphitheater, the setting touches on magic, science and the world of dreams. Game focuses on storytelling. $44.00

Tales from the Empire A guide to the city of Diodet, a city gone mad! Ruled by a queen who's been missing for 500 years, and run by a cephir that no one has ever seen. Diodet is lost in an insular world of parlor games and denial. A city of politics, adventure, romance and intrigue. All in the shadow of a ruined empire. $28.50

Mage: Sorcerer's Crusade

MAGE: THE SORCERER'S CRUSADE RPG Blades clash and spells blaze forth as the Council of Nine Mystick Traditions comes together to preserve the ways of Magick. Against them, a united Order of scholars, visionaries and monster-slayers struggles to illumine the world with Reason. Magick has gone mad, and a terrible Scourge punishes those who pursue its Mysteries. Hardcover book which can be played as a complete rolplaying game by itself. The forces of magick, faith and reason clash in this epic game of Renaissance intrigue. As the cannons of the Technocrats blast mystick covenants, the battle is joined in unknown lands and shadowed corridors. Is the future set? Can magick be saved? Travel from the New World to the Far East to distant cosmic worlds in this prequel to Mage. Contains dozens of magickal societies, mythic beasts, setting systems and lost secrets. $47.50

Castles & Covenants In the Dark Fantastic age, a sorcerer's home is his castle. This is guide to strongholds, the magi who reside there, and the ins-and-outs of castle life in this time period. *Due Dec '98.* $34.00

Crusade Lore The essential storyteller's screen, plus a 72 page book with even more important rules and information that could not be crammed into the rulebook. $28.00

Mage: the Ascension

DARK FANTASY Third in White Wolf's immensely popular series. The players take the roll of magicians in a modern day setting. As always, the emphasis is on role play, not rule play. **By White Wolf.**

MAGE: THE ASCENSION 2nd Ed A world of mystery and awesome conflict, where modern wizards wage a battle for reality itself. Against the shadowy Gothic-punk backdrop, mages with vision, purpose and mystick power strive to force back the hand of darkness and the rigid will of the Technocracy. Sinister Nephandi, wild Marauders, implacable Technomancers and the enigmatic Umbrood oppose your every step, but the ultimate enemy in this War for worldwide Ascension is within. Do you control your power or does it control you. This 2nd Ed hardcover updates two years of rules additions, and has greater background. $47.50

Beyond the Barriers: The Book of Worlds Pass through the Gauntlet, wander past the Penumbra, and encounter an infinity of worlds floating just beyond consciousness. Heavens, hells, paradox realms, chanties, umbral reflections and mysterious Zones spin in the unmappable dance of creation. Push on through the Horizon, and endless space becomes your playground. Just watch your step... $37.50

Book of Shadows Mage players guide, including new Traditions, rotes, talismans, Abilities, merits, flaws, in-depth truths about the factions of magic & the Path of Ascension, expanded rules for magic, foci, familiars, etc. $32.00

Destiny's Price An adults only unflinching look at the mean streets of the post modern world. It's not a pretty sight. Loaded with info, atmosphere, references, characters, and settings, and can be used with Mage, Vampire, Werewolf, Wraith, and even Changeling. $25.50

Digital Web 2.0 The revised, ransacked and thoroughly redone look at cyberspace stands on its own, not merely as a second edition, but as an all-new look at the *real* internet. Explores the Realms, people and powers of the web, and provides all-new rules for virtual magick. *Due Nov '98.* $28.50

Dreamspeakers Tradition Book. Formed as a compromise, shunned as throwbacks, the Dreamspeakers emerge from the mists to guide the world to an awareness of its ills - by force if necessary. From their uneasy beginnings to their resurgence in the modern era, they have walked a steady road. $17.00

Hidden Lore: Mage 2nd Ed Screen & Sourcebook All the charts you need for your Mage chronicle can be found within this fold-out screen - combat tables, easy reference Sphere sheets, character creation steps and more. The enclosed booklet also includes a selection of goodies for players and Storytellers alike. $25.50

Horizon: The Stronghold of Hope 500 years ago mages created a sanctuary separate from earth - a place that floated between what was and will be. But now poisoned politics and intrigue stalk through it's halls. $25.50

Loom of Fate Characters find themselves woven into a pattern of tragedy and usury where free will threatens the Tapestry. $17.00

Mage Chronicles Volume 1 Features The Book of Chantries and Digital Web. With vital information for storytellers and players alike on establishing laboratories, workshops and hideouts - the places a mage needs to master his magick. $38.50

Mage Chronicles Volume 2 Features Ascensions Right Hand, the last in the Year of the Ally Series, and Halls of the Arcanum, core rules for playing ordinary people who stand and fight against the sorcerers of the World of Darkness. $34.00

Mage Dice A set of ten Mage dice with a carry bag. $13.00

Technocracy: Assembled Vol I Three out of print Technocracy books: Technocracy Iteration X, Technocracy New World Order and Technocracy Progenitors. The Technocracy strives for its own brand of Ascension - in the technocrats' ideal world, order rules, creativity is outlawed and the human soul is dead. $34.00

Technocracy: Syndicate Reality's for sale, so have your credit card ready! Behind a facade of organised crime, the credit-card convention waits with hands outstretched. Purse strings, puppet strings - they're all the same to the Syndicate. $17.00

Technocracy: Void Engineers Something's out there...and the Void Engineers are sworn to track it, explore it, and if need be, exterminate it. Deep sees, deep space, alternate dimensions, virtual reality. With a fully detailed Umbral Cruiser and its crew. $17.00

Technomancers Toybox We uncover dozens of gadgets, widgets, inventions and killing machines from the vaults of the Virtual Adepts, Sons of Ether, Technocracy, etc. $25.50

The Orphan's Survival Guide The players guide for playing an orphan, including seets such as the Hollow Ones and Bitch Queen Vannoy and her network of Awakened misfits. New powers & rules. *Due Dec '98.* $30.00

Traditions Gathered: Songs of Science Vol 1 Reprints Virtual Adepts, Sons of Ether, Order of Hermes. These vital character sourcebooks define the very paths to magick and transcendence itself. $37.00

Sorcerer A World of Darkness book. Presents systems and paths, merits and flaws, for Hedge Magic and Dark Sorcery, a host of secret societies, lore and templates. $27.00

The Akashic Brotherhood Tradition Book Examines the history, culture and beliefs of this most wise and ancient tradition, including: a variety of weapons, tools, rotes, and Talismans of Do, 6 character templates, for players or Storytellers. $17.00

The Book of Crafts Those who see only the four sides of the Ascension Conflict ignore the Crafts, magickal societies that forsake Traditions and Technocracy for the Paths of their ancestors. Templars, voodoo priests, & modern Amazons are a few of the nine groups described here. $30.00

The Book of Mirrors A Storytellers Guide for Mage. Covers situation by situation storytelling, developer's FAQ, secrets of the Ascension War, sample characters; a step-by-step chronicle history, index to Mage books, rules & magicks, etc, for this world loaded with dangers and intrigue. $30.00

The Chantry Book Allows players to create a vibrant, fully realised Chantry for their mage characters. $25.50

The Chaos Factor A cross over adventure for Mage, Werewolf, and Vampire, in which Samuel Haight, the arch enemy of all Garou and target of the Verbena, has latched onto a secret that could begin Gehenna. All over the world of Darkness, mages, Kindred and Garou rush to intercept him. Some would kill him, others would aid him. $25.50

The Fragile Path A collection of stories, songs, poems, artwork, background info, conspiracies, etc. The paper is very thick and textured. $17.00

The Sons of Ether Tradition Book From the fringes of science and magic, the Sons of Ether carve mad wizardry and bizarre technology. By funnelling their wild theories through technomagick, the Sons blast the static truths of the Technocracy into ruin. $17.00

The Technocracy: Progenitors The sourcebook which explores the motivations and powers of the Technocracy, the fractious organisation that controls humanity's will. $17.00

MAGE NOVELS

1. Tower of Babel Max Zorn is an Inquisitor for the Theocracy - and he was accidentally created by an author, Ron Church, who has magickal abilities. When the two meet, both of their worlds are shattered. $10.00

2. Through A Glass Darkly Set in three different time periods, this is a journey through the pages of history that have defined man's views on faith, science and mysticism. Due Oct. $10.00

The Horizon War Trilogy

1. The Road to Hell The battle for reality itself ignites as mages of all stripes vie for the fabled Horizon Realms, the dimensions juxtaposing Earth and...elsewhere. A villain from the mages' past returns to claim his legacy. $11.00

2. The Ascension Warrior What link is there between the sudden obtaining of self-awareness and subsequent disappearance of the AW clone, and a mysterious figure arising, a being of incredible, inhuman power. Can he resolve the Horizon War? $11.00

3. The War in Heaven The mages of the Nine Traditions and their sworn enemies, the Technocracy, find themselves under attack by the Ascension Warrior. Two horizon realms have already been obliterated. $11.00

Marvel Super Heroes

SUPER HEROES The famous super heroes from the Marvel Comics series. **By TSR.**

MARVEL SUPER HEROES Adventure Game The Marvel comic universe comes alive in a new adventure game. Now you can play Spider-Man, Wolverine, Iron Man, and others as you dive into the awesome action and madcap mayhem that make Marvel comics number one. Play your favorite heroes or create new ones. Includes basic rules with advanced options, an introductory adventure, a narrator's guide, catalog of superpowers, a roster of Super Heroes and Super-Villains with official game stats, and a Mighty Marvel Fate Deck for resolving all the action! $46.00

A Guide to Marvel Earth Details of the homes, equipment, and secrest of some of your favorite Super Heroes and Super Villains. Includes rules, adventures, maps, etc. *Due Nov '98.* $25.50

Avengers: Masters of Evil This epic adventure featuring the Thunderbolts pits the Avengers against the ultimate team of Super Villains in a fight to the finish. *Due Dec.* $12.00

Avengers Roster Features all the info you need to incorporate the Avengers, their friends, and their foes into your adventures. Includes heroes from Marvel Super Dice. *Due Nov '98.* $25.50

Fantastic Four Roster Book More than 100 friends and foes of the Fantastic Four, descriptions and game stats. 144 pages. *Due Mar '99.* $36.00

X-Men Roster Details on the Uncanny X-Men, Excalibur, Generation X, Alpha Flight, and other teams of mutant heroes and villains. Descriptions and game stats on over 100 characters. $36.00

X-Men: Who Goes There An anthology of adventures, presenting a grand saga of deadly danger and doom for the Marvel universe, engineered by the sinister Brood. $18.00

Mechwarrior

SCI-FI Powerful stellar empires fight a savage galactic war for technology, production facilities, and water resources. For further titles see BATTLETECH under Science Fiction Boardgames. **By FASA.**

MECHWARRIOR 2nd Ed. The complete role playing game set in the BattleTech Universe. Provides complete, updated rules for roleplaying Clan or Inner Sphere characters. Includes PC generation, personal combat, equipment lists, additional history, etc. $27.00

1st Somerset Strikers The TV animated series. The series features Adam Steiner, leading a ragtag group of meres called the 1st Somerset Strikers against Clan Jade Falcon, who conquered his home world. All 14 episodes are detailed, and the book is full of color art. $30.00

Comstar Sourcebook Examines in detail this institution of Inner Sphere information, and its splinter militant sect, the Word of Blake. Features new 'Mechs and ComStar character archetypes. $27.00

Jade Falcon Sourcebook Describes the history and military organisation of the Jade Falcons - bane of House Steiner. Includes rosters of the Inner Sphere invasion forces, and their unique 'Mechs. $25.50

Living Legends An unknown WarShip's sudden appearance deep in the Clan Occupation Zone may jeopardise a spying mission vital to the Inner Sphere. The PCs must investigate the mysterious arrivals to determine whether they are friends or deadly new foes - while staying one step ahead of the Clans. $17.00

Mechwarrior Companion Guidelines for creating and running an extended military campaign are featured, as well as a wide variety of settings and themes for making your games unique. New skills, advantages, and equipment are included, along with a system for combining BattleTech and Mechwarrior that puts your character in the cockpit for thrilling first-person combat. $25.50

Royalty & Rogues Recent raids by Periphery pirates have devastated the planet Bryceland, and the world's ruler seems powerless to stop these marauders. Fearful and furious, Bryceland's citizens talk of revolution, while forces behind the scenes plot a military coup. Only one woman can keep Bryceland from civil war - Samantha Davion-Harland, but she's been abducted by the pirates. Its up to you meres to find and bring her back. $17.00

MECHWARRIOR NOVELS

Warrior Trilogy

1. Warrior: En Garde At last, the magnificent trilogy by Michael Stackpole is being reprinted. The betrothal of the Archon-Designate Melissa Steiner to Prince Hanse Davion of the Federated Suns, sparks off the Fourth Succession War. Things become even more complicated when Melissa Steiner is hijacked. $13.00

2. Warrior: Riposte Maximilian Liao's plan threatens to rip the Federated Suns asunder. He has joined with Duke Michael Hasek-Davion and Justin Xiang, a former Davion officer. And interstellar legend Yorinaga Kurita has returned to stake his claim as the most bloodthirsty warrior of all. $13.00

3. Warrior: Coupe The minions of Liao is about to cripple the Federated Suns, assassins stalk Melissa and Katrina Steiner, and the Kell Hounds play search and destroy with the most fearsome Kuritan unit ever formed. $13.00

Return of Kerensky Trilogy

1. Lethal Heritage Its back! The first novel in the Blood of Kerensky Trilogy. It is 3050 and an unknown military force of awesome technological power suddenly invades the Innersphere - the Clans! Nothing the Innersphere has can stop the Clans awesome mechs and Elemental infantry. But what is the purpose of the Clan invasion, and why do the Clans bid against rival factions before each battle. By Stackpole. $12.00

2. Blood Legacy The Clan invaders have declared an assault on the Draconic Combine. Hanse Davion is handed an opportunity - will he take advantage of the situation to destroy his enemy, or will he help his enemy against this new threat? And what is Comstar up to by helping the Clans? $12.00

3. Lost Destiny The Innersphere is a wreck. Heirs are missing or dead. Realms are overrun. The Clans are closing in on their prime objective - Terra itself. Now the Innersphere's only hope lies with the very men who betrayed them - Comstar. $12.00

Miscellaneous Titles

1. Decision at Thunder Rift 1st BattleTech novel. Grayson Carlyle finds his life destroyed when bandits attack his world and massacre the garrison. Now all he needs to begin his revenge is a mech - but how? $8.95

2. Wolves on the Border Set in the 3020s, Minobu Tetsuhara, a Kuritan Mechwarrior, saves the life of Jamie Wolf of Wolf's Dragoons from an ignoble death, creating a powerful bond between them. But a Warlord's hatred sets them against each other in a ferocious Mech battle on a miserable ice world. $9.50

3. Heir to the Dragon Set in the 3020s, this is a reprint of an old title. It is time for Theodore Kurita to consider to taking upon himself the mantle of leader for the Draconis Combine, but matters become desperate when Hanse Davion invades the Combine, intent on conquest. $11.00

5. Natural Selection A new bandit unit using Clan weaponry has invaded Federated Commonwealth space & is stomping on every garrison that gets in the way. Both the Wolf Clan and FC are desperate to stop these bandits before it

escalates into a war - but who is supplying them? $8.95

6. Bred for War It's back in stock! By Stackpole, this novel is gripping and has an ending you won't expect. Prince Victor Steiner-Davion uses a double to replace the boy Joshua Marik when the boy dies, but Thomas Marik learns of this and begins a war with the Federated Commonwealth. And to top it off, the Clans are back with a vengeance. $11.00

7. Ideal War Thomas Marik has conceived of a plan to elevate the position of mechwarriors and keep devastating technological weapons on the back burner - but his plan is threatened by a vicious war on Gibson. $8.95

8. Main Event Jeremiah Rose wants revenge against the Clans & wants to start a new merc unit for that purpose. His own people reject him, so he goes to Solaris VII, needing money, mechs, & mechwarriors. Providing he can pull this off, he then wants to take on the Jade Falcons. $8.95

9. Blood of Heroes It had to happen - Richard Steiner has decided to form the Skye Marches into an independent state, & sends forth the Tenth Skye Rangers to do the job. With an elaborate plan, they assault Glengarry, when most of the Gray Death Legion are called away. What chance do the recruits & others left behind have against overwhelming odds? Can young Alexander Carlyle perform a miracle? $8.95

10. Assumption of Risk By Michael Stackpole. Arguably the best BattleTech novel written to date - this novel will set your mind spinning. As Kai Allard-Liao fences with his uncle Tormano Liao, we not only discover the horrifying truth behind Katrina Steiner's murder, but events almost lead to war, and the machinations of Davion/Steiner politics are gripping. $8.95

11. The Far Country A Kurita jumpship makes a misjump and arrives near an uncharted planet. The ship falling apart, the 8 Kuritan strike team members, mech mercs, and ship's crew all flee to the planet, where they find another ship has made a similar misjump 300 years ago. They spend most of the novel fighting amongst themselves, & then against the earlier people. The heroes of the book are bird-aliens who behave like Ewoks. $8.95

12. D.R.T. Part two in following Jeremiah Rose & his Black Thorns. They land a job defending the Kuritan planet Wolcott inside Smoke Jaguar territory. The fact that they are paid so much of their contract in advance makes the whole affair appear somewhat suspicious, and they end up going head to head with the Nova Cats, both 1st & 2nd Line units. $8.95

13. Close Quarters The Cabelleros sign on to protect Theodore Kuritas corporate-mogul cousin, They think it is a low risk, high paid job. But danger lurks among the looming bronze towers of Hachiman - the yakuza and the ISF, both trying to bring down the man they are trying to protect. The main character is Cassie, a hardened veteran scout working for the Scout Regiment of mechs. $8.95

14. I am Jade Falcon Star Commander Joanna has lived with the shame of Jade Falcon's defeat at Twycross for years, but now she finds herself and her clan pitted against the Wolf Clan. But will her advanced age bring her to defeat again, or will being a Jade Falcon be enough for her to take on the Black Widow in a repeated battle for Twycross. $8.95

15. Tactics of Duty Insurrection sweeps through the fragmenting Federated Commonwealth, pitting Steiner against Davion forces, and civilians against their petty oppressors. On Caledonia, its not different - except that the mercenary Gray Death Legion is caught in the middle of it all. $8.95

16. Highlander Gambit Chancellor Sun-Tzu Liao dispatches Death Commando Loren Jaffray to the planet Northwind. His mission: to single handedly destroy the elite Northwind Highlanders, the mercenaries who abandoned the Capellans in their hour of need thirty years ago. As the grandson of famous Highlander warriors, Jaffray is the perfect instrument to exact Sun-Tzu's revenge. But Prince Victor Davion is not going to sit back and watch.$9.50

17. Star Lord A self-appointed Star Lord launches a series of raids that threaten and terrorise the universe with an army disguised as Knights of the Inner Sphere. Thomas Marik employs an unlikely company of mechwarriors and shows the Star Lord that two can play at impersonation. $8.95

18. Malicious Intent Vlad Ward uses secret information to re-establish the Wolves as a fearsome Clan while the Jade Falcons embark on an ambitious campaign driving deep into Katrina Steiner's Lyran Alliance. Katrina must turn to Victor for help, but that won't stop her from trying to do him in! By Michael A Stackpole. $10.00

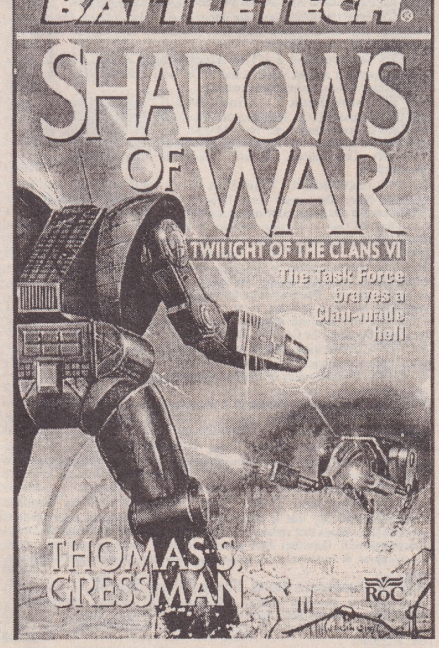
19. Hearts of Chaos The fanatical Black Dragon Society want to conquer the planet Towne, and Chandrasekhar Kurita sells Cassie Suthorn and Camacho's Caballeros to resist the invasion. But everyone thinks they are the invaders! $10.00

21. Black Dragon The Black Dragon society is tired of fiddling around, and plan to kill Theodore Kurita. But Cassie Suthorn and her indefatigable Caballeros could be the only unit with enough guns and grit to save the Draconis Combine from these extremists. $12.00

22. Double-Blind The Magistracy of Canopus has been the target of aggression by the Marian Hegemony, and Marcus GioAvanti and his Avanti's Angels are hired to protect them. But soon they have to face the real force behind the hostilities - the religious order of lunatics called the World of Blake. $14.00

23. Binding Force Aris Sung, a warrior of the noble House Hiritsu of the Capellan Confederation, is chosen to break the newborn Sama Supremacy and bring the worlds back into the fold. But Aris finds he must beat the odds in a race against time and treachery, or House Hiritsu will be destroyed. $10.00

24. Impetus of War The Northwind Highlanders are hired by the Draconis Combine to take on a mission unlike any before - to strike into the Deep Periphery to crush one of the Smoke Jaguar's supply centers on a distant world called Wayside V. But a nasty surprise is waiting... $13.00



TWILIGHT OF THE CLANS SERIES

1. Exodus Road Star Captain Trent of Clan Smoke Jaguar is a warrior born, a steadfast believer in the way of the Clans - until unsavory political intrigue leads him to wonder just how far his Clan has fallen from those ideals. From a captured Com Guard tech he learns of a possible life of honor in the Inner Sphere, but can he escape? $11.00

2. Grave Covenant As the truce of Tykayyid nears its end, the lords of the Successor States embark on a radical scheme to stave off galactic war - creating a new Star League Defence Force to destroy a powerful invading Clan. But backbiting and in-fighting may destroy this bold plan in its infancy. $15.00

3. The Hunters "Carry the fight to the Clans" has become the rallying cry for the armies of the Successor States. Now, as they launch their offensive against the Clan Occupation Zone, a task force is drawn from across the Inner Sphere and heads down the Exodus Road to the very Clan homeworlds. $11.00

4. Freebirth On his Khan's orders, mechwarrior Horse of Clan Jade Falcon travels to Clan Smoke Jaguar's home world to investigate a Falcon secret scientific station. But what secret experiments are being done that could be the end of Horse and give explosive results to the whole Clan? $11.00

5. Sword and Fire Task Force Serpent stands poised on the brink of the greatest military operation since the liberation of Terra in 2277 - the target is the Smoke Jaguar homeworld. But with an assassin loose in her forces, General Ariana Winston will have to drawn on all her skill to reduce the Jaguar's planet to ruins with sword and fire. $11.00

6. Shadows of War Task Force Serpent descends upon Huntress intent on destroying Clan Smoke Jaguar. But the Jaguars are more cunning that ever suspected, and then from the shadows enters a new threat - the greatest danger to humanity's future, and the war to end all wars is ignited. $11.00

Middle Earth

FANTASY J.R. Tolkien's magical world of The Lord of the Rings is brought to vivid life with this moderate complexity, but well crafted system. Good for beginners. **By Iron Crown Enterprises.**

THE HOBBIT ADVENTURE BOARDGAME is a fast moving fun fantasy boardgame based on The Hobbit. For 2 - 4 players, and playable in 1 - 2 hours, taking about 15 minutes to learn. Includes a full color mounted mapboard, plastic hobbits, coins and life points. On your journey to steal Smaug's treasure horde, you explore sites, battle monsters, discover treasure, artefacts, and challenge your opponents with riddles. $65.00

MIDDLE EARTH II RPG

MERP II RPG 264 pages. Includes character templates for fully developed characters, complete character development system for all the major races, magic system with simple yet comprehensive rules, a realistic, fast and playable combat system, game master guidelines that cover, travel, encounters, weather, random events, healings, poisons, magic items, etc. Detailed info on creatures and peoples that cover major beasts, monsters, & cultures of Middle Earth. An expanded set of secondary skills & professions. Also has a complete sample adventure set in the trollshaws. The price really isn't $3,400.00, so.... $37.00

MERP II Accessory Pack Boxed accessory including the adventure Loons of the Long Fell with 6 developed characters, maps & floorplans; 60 standup light card figures; 16 pages of color displays including the Last Inn & a Ruined Castle; and dice. $28.50

MIDDLE EARTH SUPPLEMENTS

MERP II Combat Screen 2nd Ed. Contains a standard selection of combat tables, manoeuvre rules, and charts for other such strenuous pursuits - all on an 11"x34" cardstock screen. $15.00

Deluxe Lord of the Rings Poster Maps A 2' by 3' full color map on heavy, durable low gloss paper. Painted by Jo Hartwig. $24.00

MIDDLE EARTH SOURCEBOOKS

Angmar Features Carn Dum, the imposing mountain citadel of the Lord of the Morgul, with floorplans; color maps of the area; orc tribes described in detail; a glossary of 1000 orc words; orc holds; the six deadly generals who govern the Witch-King's mannish warriors; three sinister high priests, haunted ruins, etc. $42.50

Arnor: The Land Includes four color maps; delve into the inner workings of the Witch King's malice as he contrives dark plagues, killing curses and unnatural blights; the Dunedain's struggle against him; the localities of Bree, Tharbad, and the Barrow-Downs, and a series of adventures following the Banners of the High King, Gil-galad. $50.00

Arnor: The People Companion to Arnor: The Land. Tells the tale of Arnor's founding, her long struggle against the Witch-king of Angmar, and her eventual dissolution and demise. With engaging summaries of Arnor's inhabitants, politics, warcraft and adventure opportunities, as well as a lively history. $37.50

Creatures of Middle Earth How would you fare against Smaug the Golden? Could your marksmanship find the dragon's weak spot? Would your courage withstand the worm's fire? Test your powers against Morgoth's legacy: the wargs of haunted Hollin, the Balrog of Moria, the cave trolls of Moria, the Hill trolls of Mordor. All of Tolkien's creatures, both fell and pure, are listed here; 144 pages. $30.00

Dol Guldur Some will remember that Gandalf the Wizard did dare to pass the doors of the Necromancer in Dol Guldur, and secretly explored it, finding that his fears were true - Sauron was taking form once again. When at last the Council put forth its strength, they drove the evil out from Dol Guldur - but he merely went to Mordor. A sourcebook detailing this hideous cavernous mountain in Mirkwood, with floor plans, orcish traps, history, and daring rescue mission. $45.00

Elves: Peoples of Merp A series covering the peoples of Middle Earth, covering all aspects of society, etc. $30.00

Hands of the Healer Delves into the vast array of healing lore, natural and magical, which the Free Peoples have distilled from their relentless struggle against the Dark Lord and his foul minions. With a comprehensive herb compendium. $32.50

Lake-Town Presents this famous town with all its vivid bustle, craft associations, burg's coiner, drihten who collect the tolls, and smugglers, etc. With an introductory adventure followed by a two part mini-campaign which draws the players into the watery labyrinth amidst the piles below the town's wooden streets and out into the dangerous wild lands outside the town. $42.50

Minas Tirith Documents the history, design, layout, garrison, and inhabitants of the Guarded City, pre-eminent symbol of the Free Peoples' struggle against Sauron of Mordor. 2 full color maps, key locations, the Royalty are described, there are floorplans of 40 places in the city, information on Denethor and his heirs, the lands around the city, and adventures. $45.00

Mirkwood Once a beautiful forest, the coming of the Necromancer turned it into a dark and frightening place full of evil creatures and huge spiders. Adventurers who enter Mirkwood risk either the snares of the Necromancer's minions or the confusing magic of the Silven Elves grown perilously wary in their slow retreat north. This is a reprint with a few new illustrations of the old 1988 module. $42.50

Southern Gondor: The People Tells of Elendil's sons, Isildur and Anarion, recounting their arrival on the shores of Endor and moving through the events of the great nation they founded there. Reaches back to the First Age and follows through to the Fourth Age. $37.50

Southern Gondor: The Land Presents Gondor's coastal provinces in vivid color and detail. The route of humble country lane and famous high road; the scattering of manor, hamlet, village, and town across hill and dale; the placement of beacon, guard posts, haven & citadel, etc. $50.00

The Kin Strife Presents the people, politics and armies of Gondor under the repressive rule of Castamir the Usurper. The Cor Aran, his deadly ring of informers, detain any who work to restore the rightful King to his throne. Criminals, Southron Spries, and servants of the Dark Lord are all embroiled in the Civil War and conflict. 240 pages. $40.00

The Northern Waste Explores the vast, uncharted region of Forodwaith, a land of chilling tundra and unrelenting cold. These lands have become a refuge for the ice-dwelling Lossoth, who hunt the perilous shores. The mysterious Snow Elves also haunt the borders. With a 17"x22" color map and two adventures. $50.00

Treasures of Middle Earth A 206 page source book detailing the most potent artefacts of Tolkien's world, including Anduril, the palantir, the rings, arms, armor, apparel, gear, jewellery, art, musical instruments, tools and trappings, etc. Also features information on the creators with their forging techniques, & the properties of materials. $34.00

Valar & Maiar 128 page second edition sourcebook on the two angelic races of Middle Earth. The Valar, mighty beings created by the One God, including the fallen Melkor; and the Maiar, the helpers of the Valar, including Gandalf, Saruman, Sauron, the balrogs, Ungoliant, etc. Has complete character stats for both MERP II & Lord of the Rings. $25.50

Millennium's End

SCI-FI This is a futuristic technothriller RPG set in Earth's dark future at the turn of the century.

Millennium's End 2nd Ed RPG It's 1999. America's inner cities are torched by riots and ruled by drugs. Wars seethe in the deserts and jungles of the third world. Techno-terrorists take on the fallen superpowers and corporate giants. Only the tough survive - and when they need something done, they come to you. You're a Black Eagle operative, working for a company with a worldwide reputation for getting any job done, any time, by any means. Flexible, realistic & fast paced rules. 200 pages. This is a complete RPG. $23.00

Terror Counter Terror At every moment, on every continent, in every country, terrorists are at work. In a world on the brink of collapse-a world of decaying infrastructure, overburdened police forces, bush wars, famine and impending environmental cataclysm-the price for getting a story on cable news is often measured in body counts. Covers fifteen terrorist organisations and six counter-terrorist organisations in the year 1999AD. $25.50

The Medellin Agent After decades of struggle against minor guerilla groups, in 1999 Columbia faces an all-out war agains the heavily armed, aggressive drug lords of the Medellin Cartel. Sourcebook including Columbia's geography and history as well as forces and agendas for both sides. $24.00

Ultramodern Firearms The ideal weapons compendium for Millennium's End or any modern game system. Has over 200 entries covering 300 modern weapons, scopes, laser sights and night vision devices in use in the world today. Over 90% are illustrated, and all have relevant and interesting info written in plain, easy to understand English. Also has a listing of more than fifty military, police, special operations and counter terrorist organisations and the weapons they use. 23.00

Murphy's World

MURPHY'S WORLD RPG An RPG designed to give the GM as much fun as the players, because on this world, anything which can go wrong will go wrong, and at the worst possible moment. The humor is very light hearted and in the vein of Hitchhikers Guide to the Galaxy. This 152 page book presents a fully developed world where reality plays no part. Characters from any other RPG can be slotted in successfully. Includes lots of races and cultures, a ridiculous magic system, lots of nifty tables to generate silly places, things, creatures & people. Also has a stupid adventure. $37.00

Bob: Lord of Evil The Dark Lands, ruled by Bob, Lord of Evil, are a silly place where you can play light-hearted adventures with a techno-fantasy-horror theme. A complete game system, which also lets you use any character from any other RPG, or from Murphy's world. So join Murphy in exploring these twilight lands, fraught with new discoveries and the good ol' Murphy's Law. $37.00

Mutant Chronicles

SCI-FI An extremely dark role playing game set in our not too distant future. See the figures in the Miniatures Section. **By Heartbreaker Hobbies.**

MUTANT CHRONICLES RPG 2nd Ed The Solar System is a roaring mayhem of death and war. The surfaces of the inner planets have been swept clean by the violent onslaught of the Dark Legion's storming hordes of Nephanites, Necromutants, Razides and Undead Legionaires. In the enormous cities of the far and distant future, heretics devoted to the destruction of humankind stalk the dark backstreets and gloomy alleys spreading their teachings of greed, jealousy and war. This 2nd Ed has an improved character generation system, combat rules and rules for using the Art and Dark Symmetry. Contains more background on the universe, and a full page spread on the massive city, Luna. $52.00

Algeroth: Apostle of War An excellent 144 page book focused on the armies and armories of the Lord of Dark Technology, with detailed descriptions of vehicles, weapons, creatures, citadels, equipment, Nepharite intrigues, necro-bionics, bio- & necro-technology, etc. Complete rules for running Algeroth player characters or heretics. Also includes a horrifying adventure whereby you lead a team of Doomtroopers or the like in destroying a newly built Dark Legion Citadel. Detailed maps with descriptions are provided for all 8 levels of the Citadel. Also has Fury of the Clansmen rules. $35.00

Bauhaus: Power of Heritage Bauhaus made their home on Venus, where first there was nothing but rivalry and division. But Nathaniel brought hope and light, which was needed, as the Dark Apostles came too, darkening Venus with their evil presence. Now there is war without end on Venus. This book describes everything you want to know about Bauhaus, its people, structure, weapons, creatures, etc. First Edition. $25.00

Capitol: Pride & Profit The first and mightiest among the great megacorporations, situated on Mars. All you want to know about Capitol and its citizens, new backgrounds, more special forces, heavier weapons, armor and equipment, vehicles and new rules for vehicle combat, extensive descriptions and maps of locations on Mars. An adventure is set in San Dorado. $25.00

Cybertronic Sourcebook The Corporation that relies on Cybernetics and computers - putting itself and others at risk, as the Dark Legion has proven it can occasionally take over the "minds" of cyborgs & computers. $25.00

Ilian: Mistress of the Void Sourcebook Delve into the dark mysteries of Ilian, the Lady of the Dark Symmetry and the Harbinger of the Dark Soul. This book is full of details about the Dark Lady herself, her malevolent minions and their foul weapons, as well as how to create a Heretic of Ilian. 30 new Dark Gifts for Heretic characters. $18.00

Imperial The first three Megacorps were Capitol, Bauhaus, and Capitol. But a forth was formed - Imperial. They were responsible for unwittingly unleashing the Dark Legion on Nero, and since then have fought the evil and the other Megacorps at the same time. Details the Young Guards, Security Command, Blood Berets, the Wolfbanes, etc. Has an adventure, details space travel, an asteroid belt, weapons, skills, etc. $25.00

Mishima Discover Mishima and learn of the Overlord and his crumbling dynasty. Features new weapons and vehicles, and professions such as the fabled Demon Hunters and legendary Shadow Walkers. Info about Mercury of its capital Fukido, as well as a thrilling adventure. $25.00

The Brotherhood An 80 page supplement with color plates & heaps of illustrations. The Cardinal came forth to help stand against the Dark Legion, & the Brotherhood stands with him. They protect humanity from corruption within as well as evil from outside. This book details Inquisitors, Mystics, Mortificators, the Cardinal, the Archangels, the Sacred Warriors, the Fury Elite Guard. Also new spells, 17 new backgrounds, etc. First Edition. $25.00

The Second Seal of Repulsion Part One in the Venusian Apocalypse adventure trilogy. What started as a simple recon mission in the Venusian jungles soon becomes a race against time as the characters are beset by terrorists. Surviving this leads to the jungles full of perils, until finally a great evil is encountered that could destroy Venus and the whole solar system. $16.00

The Four Riders Part Two in the Venusian Apocalypse adventure trilogy. Heimburg quakes in the wake of the Battle of the Second Seal, and mankind faces the deadliest plague mankind has ever known, a disease that could wipe out life on Venus in a matter of weeks. $16.00

Beyond the Pale Part Three in the Venusian Apocalypse adventure trilogy. The streets of Heimburg have now erupted into all out war with Dark Legion and Brotherhood troops fighting for every block of every neighborhood. Another great threat looms in the background, and there is only one night left before all is lost. $16.00

Nephilim

HORROR One of the first of a spate of role playing games about great spiritual beings who have existed throughout time. Very much like the *Highlander* concept, and inspired by Hindu and Buddhist philosophies. **Translated and published by Chaosium.**

NEPHILIM RPG The nephilim character has a past which is as ancient as humankind, uses supernatural power, and has lifetime goals which are incomprehensible to most humans. This character sees a mystical and magical vision of the world and possesses and rich and unsettling personality. The character is a spiritual being who has lost its body, and thus inhabits human bodies in different periods of history. These nephilim creatures are awakening en masse in the 1990s, but each needs to reach a state of Argatha, much like Nirvana in Hinduism. 232+pages. $37.50

Chronicle of the Awakenings Several new resources for the player and GM. 16 new past life eras for character generation, also filling in more of the time-line. A section on metamorphosis rules, new transformations, 4 new metamorphosis, etc. $28.95

Liber Ka A supplement introducing an updated, alternative magic system following authentic occult principles. The book includes the Nephilim history of western sorcery, a grimoire of new spells, etc. $25.50

Major Arcana Rules for astral travel, divination, meditation, magical correspondences, 30 new spells, 60 scenario seeds. $37.50

Nephilim GM Veil A GM reference screen for Nephilim containing the important and often used tables and rules summaries, lists of spells and skills. Also includes PC dossiers & a complete scenario. $27.00

Nephilim GM's Companion An invaluable resource full of background aids and resources for Nephilim GMs. Includes new spells, elemental creatures, campaign setting. $25.50

Nephilim Character Dossiers Character record sheets. $15.00

Secret Societies Since the fall of Atlantis the secret societies have grown, due to Nephilim patronage of human ambition. Many of them have learned to hate the Nephilim. Worse yet, many of them have learned to fight the Nephilim. These invisible empires rise and fall. $28.95

Serpent Moon A series of four linked adventures set in the USA. The player characters must uncover the plans of the Templars and stop them before they permanently damage the fabric of the elemental realm. The face someone from another dimension, avoid capture, seek the truth. On special... $5.00

NeverWorld

FANTASY A medieval fantasy world with beasts, men, elves, and dwarves. **By ForEverWorld Books.**

NeverWorld RPG We, you and I, live in a sliver of time somewhere in the Third Age. History forged us from the melding of Beast and Man, Elf and Dwarf, Giant and Metamorph - and their battles against the dark Grobber race. Our surroundings tempered us in the jaws of Dragons, Demons and UnderWorld cults. Each nation has only survived through cultural isolation. Now the scent of change is on the winds, and the key to survival is knowledge. Only by learning the myth and lore of forgotten cultures will the answers be revealed. Players search for individual answers to their existence, and group together for exciting adventure. The GM tells the interactive story which you can act upon at any moment. This is a world where science never reigns. Your character is the culmination of your chosen abilities, skills, powers and resources, born from one of 35 cultures. Make cross-cultural characters, track adventures on your own customizable map, reward yourself for your actions, and face the consequences for your misdeeds! Contains a 304 pages Tome of rules, 128 Hourani Culturebook, color map, dice, GM screen. $60.00

The Tome of NeverWorld The same rulebook as found in the boxed set above. $40.00

Culturebook: Hourani The same Culturebook as found in the boxed set above. Hourani are metamorphs, born part human, part Wolfihn. Creating a comfortable niche in human society, they carry on with their own laws, religion and social life. $24.00

Culturebook: Neuonians Enter a world achingly familiar to our own, yet worlds apart. Seven city-states, supposedly shared by Hourani and humans, and rule by Dukes, yet no-one really knows who's in control. Start a Neuonian character or expand your current Hourani character with the many new abilities also included in this book. Includes a community generator to make villages, towns and cities; all you need to know to run Neuonian characters, etc. $29.00

Nightbane

Horror Yet another "I woke up one day and I was no longer human!" game. The name has been changed from *Nightspawn* to *Nightbane* to avoid a legal battle. **By Palladium.**

NIGHTBANE RPG A dark fantasy game set in a world beset by inhuman creatures that threaten humankind. Ironically, some of these creatures - the Nightbane - have become the defenders of the world. Feared and despised by most normal humans, the Nightbane struggle to survive and fight the true monsters who have taken over the world. In this game, the monsters have quietly seized control of the government, police, and military. The average person is unaware that they are little more than cattle to these evil entities. The Nightbane grew up as normal humans, until the fateful Dark Day when their alien natures were revealed. Most of them are teenagers & young adults who now have to deal with the fact that they are physically repulsive & own many superpowers. They also must face the Nightlords. $32.00

World Book One: Between the Shadows Explores three mysterious worlds. The first is a world of espionage, spies, duplicity and secrets of the Spook Squad; the Astral Plane is far more mysterious and alive; and the Dreamstream, which is far more than the stuff of nightmares. $27.00

World Book Two: Nightlands Takes the players into the strange and wondrous Nightlands dimension, a twisted mirror image of our reality and home of the Nightlords, the inhabitants of the Lands of Night. Also has lost artefacts, new Nightbane talents and morphus, plus campaign and adventure ideas. $27.00

World Book 3: Through the Glass Darkly A book that will surprise a lot of people with its truly unique and twisted approach to magic, magic users and horror adventure. With 50 new spells, strange magical phenomena, living magic, Cybermages, Fleshsculptors, Mirrormages, mysterious locations, three adventures, etc. What lies beyond the Mirrorwall? Could the Guardians and Lightbringers have a hidden agenda? Are they a light or dark force? $27.00

Over the Edge

OVER THE EDGE 2nd Ed RPG A game which pits the player characters against all manner of decadent, evil, twisted, mind-boggling, blood-curdling, soul-rending, ego-shattering, world-turning experience. The Game Moderator is called upon to evoke an atmosphere of surreal danger. The players are called on to deal with this danger to body and soul, to thrive and accomplish their own goals in spite of it. The setting of the game is the mysterious Mediterranean island of Al Amarja, a place where anything can happen: secret invasions from outer space and other dimensions, global conspiracies, secret races, psychic powers, fringe technology, and more. 240 pages. $17.00

Of Gods and Men

OF GODS AND MEN RPG A war between the gods resulted in them abandonning the world, and the elves and dwarves also departed at that time, no-one knows where they went. The survivors developed magic and technology, but strayed into the darker arts, and soon became in bondage to dark beings. But great Unicorns lead a revolt of the animal kingdom against the demons, and overcame them. But the human kingdoms then entered into endless war, and the Outland colonies still sought the dark arts. Then suddenly new gods arrived - gods who walk among the world like men, unknown, except for when they use their immense powers. 328 pages and 54 Divine Power cards. $40.00

Cults & Conspiracies It is the dawn of the sixth century since the gods left mankind to fend for itself. Now the realm is on the brink of war and perhaps its ultimate destruction. Strive to become a part of one of many ancient and arcane organisations which struggle with each other for domination. $17.00

Of Gods & Men GM Screen Standard GM Screen plsu 18 new Divine Power cards and an adventure. $17.00

Palladium

FANTASY Obviously based on the AD&D system, but with less game mechanics - ideal for those who like pulp fantasy but lack the motivation to read a plethora of rulebooks! **By Palladium.**

PALLADIUM FANTASY RPG 2nd Ed Dramatically revised and updated 2nd Ed of Palladium RPG. This is a bold and dangerous world of high fantasy. A world of magic and conflict. A world dominated by human civilisation built on the bones of non-humans who reigned before them. A world of unparalleled heroic adventure filled with magic, inhuman creatures and intrigue. Players can be an unique creature such as a changeling, wolfen, bearman. PCs include ogres, trolls, dwarves, humans, etc. Combat is fast & realistic. $47.50

Book II: Old Ones 2nd Ed The Old Ones existed long before the dawn of man, and they rule the Palladium World for untold millenniums. This book describes them in detail. Also describes the kingdom of Timiro from the campaign world. Includes details and maps on eight cities, 25 towns, 22 forts and various adventures. 224 pages with two new character classes. $36.00

Book III: Adventure on the High Seas 2nd Ed 224 pages featuring 24 character sheets, new character classes such as pirate, a dozen different ports, cities, towns and forts, adventures and adventure ideas, more world information and history; sailing ships and ship to ship combat. $36.00

Dragons & Gods Includes 14 dragons including the Hydra, Fire Dragon, Thunder Lizard, Cockatrice, Lo-Dox, Ultucan, etc; dragon hatchlings, adults and ancients, their society, powers and weaknesses; weapons and magic items made from dragons; over 40 gods complete with minions, magical weapons and artefacts, history, legends and worshipers, over 20 demonic lords, elementals and spirits of light; rune weapons, dragon slayer swords, etc. $36.00

Monsters & Animals 2nd Ed Details over 120 different monsters and creatures of magic, including giants, faerie folk, entities, sea serpents, ratlings, sphinxes, etc; many of which are optional player races. The animals section has over 200 animals. There are world maps for every creature, ideas for adventures, GM tips, etc. $36.00

The Island on the Edge of the World An adventure-sourcebook that takes place beyond the mountains of the Old Kingdom. Introduces crystal magic rules & spells, plus a vile mega-villain! $27.00

The Compendium of Weapons, Armor & Castles A superb book which is a needed reference for anyone interested in the ancient or medieval worlds - whether a role player or not. (I've got a copy!) 224 pages listing actual weights, lengths, names and game stats of hundreds of weapons, types of armor, castles from all over Europe and the rest of the world, siege weapons, early gunpowder weapons, etc. Heaps of illustrations. $34.00

The Compendium of Contemporary Weapons 176 pages of modern weapons, giving their ranges, weight, ammo, size, and game stats. Includes body armor, riot control devices, revolvers & pistols, rifles, shotguns, ammunition damage, & selected heavy weapons. $34.00

Western Empire An indepth look at the nefarious "Empire of Sin". The young bold Emperor Itomas, the Empires hierarchy, key nobles, cities and provinces, habits, allies, political intrigue, and wars. 200 pages. $40.00

Yin-Sloth Jungles 12 new occupational character classes and races including the beastmaster, holy crusader, witch hunter, bounty hunter, tezcat shaman, fire sprite, lizard men, headhunters, etc. 28 new skills, weapon notes, traps and poisons, the Great Fire Bog, Orcish Empire, more of the Palladium world's history. 25 maps, etc. 160 pages. $27.00

Pendragon

FANTASY An excellent and roleplaying game set before & during King Arthur's reign - players become Christian knights eager to prove their chivalry & courage, and sire a son! **By Chaosium.**

PENDRAGON 4th Ed. A dynastic game where each session equals a year of play time. The system is clean and dynamic, allowing the GM to concentrate on plot and characterisation. An important aspect of play are passions, which guide the players actions and desires. The new edition is expanded and includes material from Knights Adventurous. The most important addition is a brand new magic system, including player character magicians. 350 pages & map of England. $46.00

The Arthurian Companion Enter the world of Arthur, King of all Britain and master of a thousand knights. Explore the beauty and splendor of the legendary world of Camelot and the Round Table. Written in a warm and entertaining style, contains over 1,000 entries, cross-referenced and annotated. An alphabetical guide to the Arthurian legend and literature. $25.50

Beyond the Wall: Pictland & the North The Wall is Hadrian's Wall, a miles long fortification built centuries ago to hold back the hordes of wild savages living north of civilised Britain. Beyond it lies Caledonia, a bleak and harsh land where civilisation and feudalism have never reached. Tribal Picts, the Painted Men, rule here. Fiercely independent, they unify only to meet threats from outsiders, whom they loath and fear. Outsiders like your knights. 124 pages. $34.00

Blood & Lust Provides campaign material for the Dukedom of Angleland, GM's tips, & 4 linked adventures: The Heart Blade, Castle of Tears, Stygian Stallions & Morgan le Fay's Challenge. 128 pages. $32.50

The Boy King 2nd Ed Adventure with young Arthur in his quest to claim the kingship of Britain. This 80-year campaign lets you battle enemy lords, defend the realm against savage invaders, clear the land of awesome monsters, and find glory doing so. $35.50

Land of the Giants Explore the lands of Scandinavia in the time of Beowulf and King Arthur. While Arthur sat upon the throne in Britain, Beowulf and Grendel engaged in an epic struggle. Allows you to play Scandinavian characters or visit the country. Includes an adventure featuring Beowulf, and a map. $34.00

Lordly Domains A book about nobles and their responsibilities and privileges. Its rules cover the acquisition of land and the nature of nobility, expand upon the concepts presented in the primary RPG. Covers noble holdings, fiefdoms, feasts, festivals, hunts, falconry, tournaments, war, heraldry, etc $34.00

Pagan Shores A 126 page sourcebook detailing the land of Ireland in the time of King Arthur, a land full of tattooed pagans, power wielding druids, etc. Covers Irish character generation, Irish customs, an atlas of Irish Kingdoms, Laws of Property, the family, etc. $32.50

Percival & the Presence of God This is the first paperback edition of this classic Arthurian novel, focusing on young Percival's quest for King Arthur and the Holy Grail. The core of the book is the traditional tale of Sir Percival, first told in twelfth-century France, retold here by Jim Hunter. $18.50

Perilous Forest Features 3 major adventures, over 12 short scenarios, and extensive background details for western Cumbria and the Perilous Forest. With 2 maps, including Hadrian's Wall. $32.50

Prime Directive

PRIME DIRECTIVE RPG A 192 page RPG of Star Fleet Battles, which is based heavily upon the Star Trek TV series. You play the part of a member of a Federation Starship's Prime Team, ready to deal with any situation. Includes historical background & rules for creating Prime Teams, comprehensive background material for Klingons, Romulans, Tholians, Gorns, Lyrans, Kzintis, Hydrans, etc, each with history & weapons. Has two scenarios, & a Star Fleet Universe timeline. $34.95

The Federation 112 page sourcebook detailing the most important stellar empire in the Prime Directive game, set in the Star Trek TV series era. Includes a section with expanded rules, such as Vulcan and non-Vulcan psionics, new skills, new equipment, optional rules, etc; and a Guide to the Federation, including HQ, Star Fleet Academy, Full Member Races, Associate Member Races, ship recognition manual, etc. $25.95

Uprising An adventure for three or more players, that features a Prime Team going deep into the intrigues of an uprising on an amphibian world rich in dilithium. Also details Orion Skimmers, punks with an attitude, and the Prellarians, a new race for Prime Directive. $15.00

Providence

PROVIDENCE MAIN RULE BOOK Providence is many things. It is a game of super-powers and magic. It is a world of high-fantasy and adventure, a battle between good and evil, right and wrong. Amidst the chaos and destruction stands a beacon of light. You are that light. Will you join the fight? This beautifully illustrated 264 page rulebook provides all the information necessary to begin a campaign. Included in this book is the character creation system allowing you to play a wide variety of characters. A complete description of skills, powers, and spells is provided. In addition, readers will be introduced to the Creative System, the set of basic, advanced and optional rules needed to fully explore the game. This is a place of high fantasy where the Arthurian legacy of grand chivalry is mixed, like a potent elixir, with the steel of super-heroes, including angels and demons. $51.00

Providence Main World Book War is imminent and the odds of survival are slim. The Alliance of Kings is greatly outnumbered and even their allies want to see them in chains. Internal problems are tearing the society apart. The world itself is trying to kill them. Providence needs heroes. Will you heed the call? This lavishly illustrated book gives a detailed look at Providence, with its inhabitants, geography and history, and a detailed description of the races, including Troupial Bat, Gargoyle, Dragon, and Eagle. $51.00

Providence GM Compendium Has the typical GM screen, a 66 page sourcebook with over 20 influence characters described in detail, new powers, magical items, 8 page insert with character sheets and other play aids. $28.95

Providence The Recognizers The Lost Tribes are about to attack. The world is about to collapse. Providence's criminals think the authorities are too busy to notice them - but they're wrong. Complete character profiles on the 20 most wanted wretched and depraved villains. Also includes the history and organization of Providence's bounty hunters- the Recognizers. $25.50

Rifts

SCIENCE-FANTASY Earth has been transformed - super science rule the nations of the future, but awesome magicks & supernatural creatures threaten a new dark age. **By Palladium.**

RIFTS RPG The world we know is gone. Nothing is as it should be. Earth has been transformed into a dimensional nexus. Rifts in space and time link Earth countless alien worlds and dimensions. High technology co-exists with magic and the fantastic. Giant robots and power armor warriors battle supernatural monstrosities. Unspeakable horrors slither through the Rifts with an eye for conquest, or to use Earth as a bridge to the infinite Megaverse. Somehow, humankind has managed to survive, many augmenting their frail bodies with bionics, power armor, brain implants, chemicals, magic, and alien sciences. Featuring magnificent artwork, and 256 pages. $45.00

RIFTS Game Shields & Adventures Contains two six panel GM screens for quick reference, a 60 page adventure sourcebook, 9 Rifts character sheets, 2 complete adventures, 18 adventures ideas, maps, etc. $22.00

RIFTS Index & Adventures Vol 1 An index that indicates which title and what page players and GMs can find specific characters, OCCs, RCCs, skills, weapons, vehicles, places, etc. Has 40 pages of adventures, adventure ideas, source info, etc, set in North America. $22.00

RIFTS Index & Adventures Vol 2 A quick, easy reference and index for the last two years of Rifts releases, including Juicer Uprising, Coalition Navy and War, Spirit West, etc; and adventures, ideas, maps and data. $22.00

Mutants in Orbit An adventure sourcebook that can be used with Rifts or Teenage Mutant Ninja Turtles. Includes rules for generating Rifts characters, the background is a massive nuclear war that almost wiped out humanity, leaving small space colonies in orbit around the Earth to fend for themselves. $20.00

RIFTS Sourcebook Campaign information on the Coalition Government, Skelebots, body armor, robots characters, villains, NPCs, weapons, equipment, monsters, & adventure. 120 pp. $20.00

RIFTS Sourcebook 2 - The Mechanoids A.R.C.H.I.E. Three plans on opening a giant dimensional rift to bring combat cyborgs to Earth. Includes new robots, weapons, mechanoids. $20.00

RIFTS Sourcebook 3 - Mindwerks 112 pages with nearly a dozen new O.C.C.s and R.C.C.s, including the Mindwerks cyborg, psynetic crazy, psi-bloodhound, lycanmorph, etc. New M.O.M. implants and powers, the NGR outlined and mapped, the mysterious Mindwerks, the Angels of Death and Vengeance. Gene-splicers, an evil Millennium Tree, monsters, an epic adventure, etc. $20.00

Rifts Sourcebook 4 - Coalition Navy Takes an indepth look at the Coalition Navy, the largest naval force in the Americas, located in Lone Star/Texas and which can be found up and down the Mississippi River, the Great Lakes and the Gulf of Mexico. Includes pirates and privateers, warships, subs, power armor, equipment, key bases, commanders, notable sea monsters, etc 128 pages. $23.00

RIFTS Mercenaries A 160 page sourcebook on mercenaries. With 9 new occupational character classes including bounty hunter, master assassin, smuggler, spy, etc. There are rules for creating mercenary companies, six NPC companies are given in detail, there are transdimentional mercs, weapons and equipment, new bots and vehicles, adventure ideas, characters, and additional hints and data about the Coalition States, Tolkeen, Pecos Empire, etc. $29.00

RIFTS Conversion Book Enables characters or creatures created in any of the other Palladium RPGs (ie: Robotech, Heroes Unlimited, etc) to be used in the RIFTS. Includes notes on RIFTS Europe, adult dragons, optional player races, & a wealth of monsters. 224 pages. $35.50

RIFTS Conversion Book # 2 Pantheons of the Megaverse - mythological ancient gods and impostors. 180 + pages dealing all of these gods, their magics and weapons. $35.50

RIFTS Dimension Book One: Wormwood Features the living planet Wormwood, with bizarre forms of magic, the monstrous Unholy, horrific monsters, aliens, World Gate, morphworms, entrancers, new racial character classes, Hospitallers, etc. $27.00

RIFTS Dimension Book Two: Phase World An incredible transdimensional city that is also a space port located at the edge of three galaxies. This means that visitors come not only from other dimensions but other galaxies as well. Describes three galaxies in detail, techno-wizard spaceships, power-armor, & weapons, phase technology with new ships, weapons, cyborgs, etc. $38.00

RIFTS Dimension Book Three: Phase World Sourcebook New weapons including plasma cartridges, micro missiles, nanomachines, power armor, robots: new fighters, frigates and cruisers; optional spaceship combat rules; the Intruders with their solid energy spaceships and body armor, etc. 112 pages. $23.00

RIFTS Dimension Book Four: Skraypers Nearly thirty years have passed since the monstrous Tarlok aliens conquered the planets of the Charizolon planetary system. The few superheroes who survived are hunted and destroyed like animals, yet they persevere and prepare to launch their greatest offensive ever. $28.00

The Rifter Issue 2 A 120 sourcebook and GM's guide, dedicated the whole Palladium Megaverse, not just Rifts. This second issue has material for Rifts, Palladium Fantasy RPG, Nightbane, Heroes Unlimited, Ninjas, etc. **$14.00**

The Rifter Issue 3 Features include the Xiticix Hive and new Xiticix aliens, optional martial arts reviews, Rifts fiction, critters, magic and herbs for Palladium Fantasy RPG, etc. **$15.00**

World Book 1: Vampire Kingdoms Includes information on Vampire characters, Techno-wizard devices, travelling freak shows, the Yucatan Peninsula, ley lines, nexus points, demons, etc. **$27.00**

World Book 2: Atlantis Domain of the multi-dimensional slavers known fondly as the Splugorth, who rule a magical realm of supernatural, and other-dimensional creatures. **$30.00**

World Book 3: England A place of magic and magic creatures, a land of enchantment. 152 pages, including Fomorians, Celtic gods, a 1,000 foot tree, New Camelot, 25 new unique spells, etc. **$27.00**

World Book 4: Africa Includes the arrival of the Four Horsemen of the Apocalypse - intent on destroying the world. 152 pages, also including Phoenix Empire, Egyptian gods, new villains, etc[PS1]. **$27.00**

World Book 5: Triax & The NGR 224pp on the New German Republic, a refuge for humans in Europe, and the Triax, the high-tech industrial giant, featuring tons of new borgs, robots, power armor, implants, weapons, tanks, aircraft, equipment, comic strips, etc. Also features the gargoyle empire and other villains, an adventure, etc. **$32.00**

World Book 6: South America The jungles and mysteries of South America are explored. Eight major kingdoms are described. Living power armor, anti-monster cyborgs, bio-modified female superwarriors, reptilian D-bees, pincer warriors, priests and magic, potions & herbs, pirates, dragons, etc. **$30.00**

World Book 7: Underseas Marines, Ocean Wizards, Sea Druid, Sea Inquisitor, the Salvage Expert, the Whale Singer, Sea Titan, Amphib, Dolphins, Horunes, Pirates, Mutants, etc: 40 ocean magic spells, 20 whale songs, dolphin magic, underwater bionics, power armor & weapons, subs, ships, the Lord of the Deep, Gene-Splicers, etc. **$32.00**

World Book 8: Japan Samurai, Cyber-Samurai, Ninja, Warrior Monks, Tengu Winged Goblins, Ninja Juicer, Ninja Crazy, Cyberoid, Dragon Cyborgs; living Samurai swords, the anti-technologists of the New Empire; Oni, Supernatural monsters and elementals of the zone, three new Glitter Boys, winged power armor, spy armor, robots, new cybernetics, magic powers & items, etc.216 pages. **$38.00**

World Book 9: South America 2 Continues to explore the continent. Here you will find the reborn Inca Empire battling extraterrestrial invaders, uncover the secrets of the Nazca lines, and explore the Silver River Republics, where humans, mutant animals and D-Bees live, build wondrous machines; Arkhon Spectral Hunters, a special brand of cyborg with terrifying stealth & weapons systems. **$36.00**

World Book 10: The Juicer Uprisings Coalition treachery leads to the Juicer Uprisings. When the lies are revealed, a Juicer army rise up to lay siege to the CS city of Newtown. Chaos erupts as Juicers, bandits and outlaws ravage the country side. Also action packed adventures, world information, great new art, 160 pp. **$27.00**

World Book 11: The Coalition War Machine The Coalition States have been secretly building an army of incredible power! Rumors of the Coalition States' plans to invade Tolkeen and other plots to strengthen and expands its holdings have existed for years, but even the best spies had failed to uncover Prosek's mad scheme. Now, it's too late, as the Emperor unleashes his new army. **$38.00**

World Book 12: Psyscape Over a year late - but it is finally out! New psionic powers, new OCCs like the Nega-Psychic, Psychic Nullifier, Psi-Slayers and others. Cybernetic implants that provide psi-powers but bring insanity. And most importantly, history & secrets of Psyscape. **$32.00**

World Book 13: Lone Star A detailed look at the Coalition Sates of Lone Star and the infamous Lone Star Genetics Complex where the dog boys and other mutants are created. Their plans for the future, key leaders, madmen, mutant animals and dark secrets. Includes the fearsome Xiticix Killer, a mutant insect-humanoid vat grown by Lone Star and released into the wild in packs to hunt and kill Xiticixes. 176 pages. **$32.00**

World Book 14: The New West The wild American West, a no man's zone forbidden to citizens of the CS, is explored in detail. Gun-slinger and Psi-slinger character classes; D-Bees, Cyberknights, Reid's Rangers who protect the innocent and hunt vampires, Indian Warriors, notable towns, the Law (or what passes for it); frontier justice - harsh & quick, etc. **$38.00**

World Book 15: The Spirit West An indepth look at the new American Indian, various tribes, cultures, magic, and gods. While the White Man wars with D-bees, sorcerers and his brothers in the East, the Red Man is quietly building new nations in the West. Provides plenty of monsters, evil spirits, magic, new weapons and equipment and hostile forces. Gives ideas for adventures and campaigns, for example, a clash between Coalition Reclamation Armies looking for lost bases, & the Native Americans who simply want to keep the armed invaders out of their land. **$34.00**

World Book 16: Federation of Magic Delves into the legendary Magic Zone and the many factions, good and evil, of sorcerers and mystical societies counted amongst its members. Including new OCCs such as Conjurer, 150 new magic spells, aliens, D-bees, dangerous gods, maps, etc. **$32.00**

World Book 17: Warlords of Russia Russia and the slavic countries are said to be monster-ridden hell-holes. Perhaps, but the indomitable human spirit has risen from the chaos in the form of warlords. The warlords might be described as part barbarian, part animal, and part machine, for it is through the technological sorcery of bionics that they and their cyborg hordes dominate the land. **$39.00**

World Book 18: Mystic Russia Picks up where Book 17 left off, as we focus on the mystical, monstrous and demonic aspects of the country and its human and inhuman people. Includes D-Bees, ancient gods, monsters, gypsies. *Due Nov'98.* **$31.00**

World Book 19: Australia Dreamtime magic, wild outback survivalists and warriors, wilderness gangs, aborigine mystics, D-bees, alien creatures, strange phenomena, etc. *Due Jan'99.* **$31.00**

Robotech

SCI-FI Faithful recreation of the Robotech-Macross universe: from the destruction of SDF-1/2, to the launching of SDF-3. Mankind faces a war against an alien army. **By Palladium.**

ROBOTECH RPG Includes character creation and classes, skill lists, combat mechanics, a complete Mecha & Destroid inventory, data on various weapon systems & suits, etc. 110 pages. **$24.00**

RDF Manual Includes optional rules, new R.D.F. weapons & vehicles, an historic chronology of world events, more character sheets, plus a global military & resource atlas. 48 pages. **$16.00**

Return of the Masters Expanded second edition with 40 extra pages. The invid invaders are back, and so too are the Zentraedi and the Robotech Masters! Has new mecha including bioroids, more adventure and action. **$25.00**

REF Field Guide Includes an illustrated catalogue of the mecha, spaceships, combat vehicles, military bases, equipment, and uniforms of the REF, Inorganics, Invid, Robotech Masters & Zentraedi. **$28.95**

Robotech New World Order Looks at the personalities, powers and plots of the African Sector, and plunges the characters into a world of violence and duplicity. The power hungry and corrupt commanders of the Sector have dreams of conquest which threaten the earth's reconstruction and could destroy the United World Government. Players find them themselves pitting their own RDF mechs against identical machines piloted by traitors... **$21.50**

Southern Cross Material from the TV animation series. Features character education & skills, plus extensive notes on armies, weapons & equipment. 112 pages. **$21.50**

StrikeForce Robotech Book Eight. The heart of the book is the adventure Darkness Flowering, which is a dark look at the driving force behind Robotechnology and protoculture. It also features heaps of new mecha and variants on the old mecha, detailed info on the Zentraedi Control Zone, Manaus (a Zentraedi stronghold) and Indochina. **$21.50**

The Invid Invasion 112 page sourcebook on Invid & human equipment, with new combat rules. **$24.00**

The Sentinels New PC REF classes, Sentinel aliens & combat rules, data for Destroids, Cyclone bikes, Veritech fighters & spacecraft! Plus Invid history, Mecha, Inorganics & Hives. 3 adventures. 160 pgs. **$29.00**

The Zentraedi Giants cloned solely for the purposes of war - the Zentraedi are an uncompromising creation bred to kill. 48 pages of history, mecha, space vessels and Player Character notes. **$15.00**

Zentraedi Break-Out An all new 64 adventure-sourcebook for the original Robotech, featuring the Zentraedi Argentine Quadrant in South America, including RDF bases, outposts, cities & governments. New weapons, modified mecha, new squadrons, border patrols, & heaps of adventures. **$17.95**

MACROSS II RPG This RPG is the sequel to the Macross Movie, made by the Japanese. It is therefore indirectly related to and a sequel to the first part of the three-part Robotech series, that being an Americanisation of the Japanese Macross series. In this sequel, it is eighty years later and the creators of the Zentraedi, the Marduk, are back - invading Earth. Features Marduk mecha and war machines, transformable Valkyrie fighters, heaps of artwork, an epic adventure, characters, etc. **$22.00**

Macross II Sourcebook One Details Earth's military, the UN Spacy, new ground mecha, the Metal Siren transformable Valkyrie, VF-XX spaceships and weapons, & heaps of great art. 64 pp. **$18.00**

Macross II Spaceships & Deck Plans Vol One 64 pages of floor plans for the Emperor's giant Marduk Flagship, Battleship, Shuttle, & giant base, the Macross Cannon & Escort Carrier, Zentran Destroyer, Command, & Scout Ship. A short adventure and ideas, and ship to ship combat rules. Heaps of stunning artwork. **$17.00**

Macross II Spaceships & Deck Plans Vol Two 64 more pages of deck plans: floor plans for U.N. Spacy's Commandship, battleship & corvette, Zentran's Flagship and Carrier, Marduk Dreadnought, Destroyer, & Frigate, combat data, short adventure, & heaps of artwork. **$17.00**

Macross II Spaceships & Deck Plans Vol Three Floor plans for the Macross Interdimensional Space Fortress, the Moon Base and Armed Platform, UN Spacy Headquarters, Culture Park, a short adventure, heaps of artwork, and a size chart and combat data. **$20.00**

Rolemaster

Rolemaster Core Rules

Rolemaster Standard Rules Rolemaster is a very detailed RPG that stands on its own for quality, but is compatible with the Middle Earth supplements. It is a detailed fantasy roleplaying system that adds realism and depth to your campaign without losing playability. This book is the cornerstone of the system and provides all the rules and guidelines needed to play this game. With a wide range of character creation choices, material for unique character backgrounds, skill development system: complete, consolidated guidelines for resolving actions, and action sequencing based on how fast a character attempts to perform an action. Eg, quick with a penalty, normal, or deliberate with bonus. By Iron Crown Enterprises. **$51.00**

Arms Law Details a fantasy/medieval melee and missile combat system adaptable to any FRP system and fully compatible with older versions of Rolemaster. 144 pp, **$26.00**

Spell Law A highly acclaimed magic system! This is a mighty tome that adds realism and depth to your campaign without sacrificing playability. With over 2000 spells descriptions on 183 spell lists. Critical strike tables for heat, cold, impact, electricity, large and super large creatures, etc. Can be used with any system. **$42.50**

Rolemaster GM Screen Two screens, with 3 faces each, also including a 48 page book with all of the encounter tables from Creatures and Monsters as well as a listing of all creatures. **$20.00**

Rolemaster 3in1 Book cover case containing the complete books of Arms Law, Spell Law and Rolemaster Standard Rules. These are everything you need to play. Currently out of print. Due? **$99.95**

Rolemaster: The Basics Boxed set sort of like a condensed or introductory version of Rolemaster, but containing all the elements you need to learn to play. Contains a selection of flexible character creation choices: a selection of spell lists; a selection of attack and critical tables; detailed material for unique character backgrounds; a skill development system; action sequencing based on initiative role, etc. **$51.00**

Rolemaster Supplements

...And a 10-Foot Pole This is the ultimate equipment sourcebook for use with any RPG system, especially Rolemaster. Full equipment lists from Stone Age to Modern. Each era has price of that item for that era, plus production time and availability. Due Nov '98. **$40.00**

Black Ops Welcome to the world of espionage, mercenaries, counter-terrorists, and covert operations. Details the modern world of covert operations. With three new professions, twenty new training packages, modern equipment, 3 sample adventures, & mini adventures. **$27.00**

Castles & Ruins Inside this sourcebook you will find details on the history of castles, the construction of castles, including sites, materials, labor; the folk who dwell in and around castles, as well as how castles become ruins. the sites of treasures & adventures. **$34.00**

Creatures & Monsters A monstrous book with 320 pages with hundreds of animals, monsters, and races. Many are from myth, others from fantasy fiction, and many original. Monsters that fly, swim, and terrorise the land, as well as those who are friendly and aggressive. Dragons, Fell Beasts, Elementals, Constructs, Shapechangers... **$47.00**

Gamemaster Law How to determine the best types of games for you to run as GM. How to design interesting and intriguing stories, NPCs, & backgrounds. How to build believable backdrops for your stories, and how to keep it evolving through the campaign; designing, playing and running tournament RPG, etc. **$35.00**

Nightmares of Mine Explores the ins and outs of what makes a great horror story and how to keep your players on the edge of their seats, and how to weave them into your campaigns. Nov.98. **$32.00**

Pulp Adventures Shortly after the turn of the century, came the time of heroic adventures; a time of dames and gangsters; a time of new technologies making anything possible; it was the era of the Pulp hero! Three new professions, a dozen new training packages. A timeline of major events, list of major motion pictures, etc. **$27.00**

Races & Cultures: Underground Races A full write up on every one of the 13 underground races presented in Creatures & Monsters, dwarves, gnolls, gnomes, goblins, halflings, hobgoblins, kobolds, five different types of orcs and troglogytes, covering religion, style of clothing, weapons and armor, lifestyles, etc. **$27.00**

Rolemaster Annual 1996 This provides a master index for the entire Rolemaster Standard System, seven new professions, an updated Master Training Package Table, Skill and Skill Category Character Record Sheets, updated master spell list pages. **$17.00**

Rolemaster Annual 1997 The updated Master Development Point & Master Training Package tables, Skill and skill category record sheets, blank record sheets, updated Master spell list, Master Height and Weight table for all the races, etc. **$21.50**

Rolemaster Character Records For each profession from RM Standard Rules, you can use a customised skill development sheet that will efficiently organize all skills based on that profession. **$20.00**

Rolemaster Players Guide A general overview of the Rolemaster system - everything a beginning player needs to know. Eleven fully developed characters; attack tables for the player to use; spell lists, spell attack tables, etc. the General Static Manoeuvre Table, etc. **$17.00**

Shades of Darkness Genre book. In the not too distant future, technology has spawned a terrible darkness. But from another dark place came a Dark Angel, promising to help man fight the darkness. Man joins forces with the Dark Angel, and Earth is somewhat devastated. Includes guidelines for characters being slowly corrupted. **$27.00**

Talent Law Provides GMs and players with a new system of customising characters through background options. GMs can also now create new races that are inherently balanced against all other races in the game. With special training, special & mystical abilities, physical & mental abilities, etc. **$30.00**

Weapon Law: Firearms Now you can run Rolemaster in post-medieval settings. This gives all the attack tables you need to resolve firearm combat in any era from medieval to modern. Features 500 hundred weapons, & guidelines for using in fantasy settings. **$30.00**

Rolemaster Companions

Arcane Companion Since the dawn of time man has struggled to understand the nature of magic. Now you can explore the origins of the most powerful and hardest to control magic: Arcane magic. 4 new professions, 46 spell lists, 4 new spell attack tables. **$30.00**

Channeling Companion Explores the magic of the gods in detail. Three new professions: the Summoner, Warlock and Mythic; guidelines on divine favouritism; rules for specialty priests, critical tables for holy weapons, new training packages. **$32.50**

Essence Companion An exhaustive exploration of the world of essence. Covers the Warrior Mag and Essence Molder, new spells for the realm of essence, discussions about magical rituals and familiars, you can be a Somanist, Nomenist, Herbalist, Corpist, or a Crystalist. **$30.00**

Martial Arts Companion Gives you all you need to add true depth to martial arts in your games. Whether you run historical, fantasy, or modern, the rules in this book will assist you in giving martial arts the strengths & weaknesses they deserve, etc. **$32.50**

Mentalism Companion Unlock the powers of your mind! Explores the magic of the mind in detail. Inside you'll find new professions including the Seer, Armsmaster, Astrologer & the Enchanter, variant rules, new options and spells, etc.. **$37.00**

Treasure Companion Complete tables for generating all types of treasure, including a detailed system for generating gemstones and jewellery, complete item descriptions for over 100 unique magic items, three new alchemist professions, 22 Alchemist spell lists, etc. **$30.00**

CAMPAIGNS & SCENARIOS SERIES

Nightmares of Mine The first in this new series. A must-have sourcebook for GMs of any fantasy system who want to run a horror campaign. This is an extension of Gamemaster Law by helping GMs to launch chillingly successful campaigns or scenarios. Has an indepth analysis of horror and horror stories for any genre. This book can stand alone from Rolemaster. *Due May '99* **$25.50**

RUN OUT THE GUNS This is a complete roleplaying game that uses the Rolemaster-Standard System Rules. This boxed set provides all you and your friends need for hundreds of hours of fantastic adventure in the 17th Century pirate realms of the Caribbean. Offers rich settings, simple rules, and an intuitive style of gaming. In no time at all, you and your players will become swashbuckling freebooters, risking all for a chance at Spanish gold. Includes streamlined rules, fast paced combat, heaps of background info, color maps, details on six sailing ships, etc. **$55.00**

Senzar

SENZAR RPG A new fantasy roleplaying game that empowers the player with the will and the way to achieve his own destiny, all the way to immortality and beyond. Choose from among dozens of the most original races and professions ever created, grant yourself special powers, train yourself in killer martial arts, and study the most awesome magics. You can design your own magic, martial art, magic items and artifacts. And if you can conquer the mortal world, you can choose one of the three paths to true immortality and compete with other immortals to rule the cosmos. 250 pages. **$41.00**

Creeping Death All manner of diabolical and demented creatures to torment your players. Dragons truly worthy of fear, demons never seen before, and the immortal Shadar Lords, more wicked than you can imagine. **$30.00**

ShadowRun

SHADOWRUN 3rd Edition The popular fantasy cyberpunk game by FASA gets updated, revised and improved. Features a completely new look and feel for today's sci-fi and fantasy fan. The core rules remain essentially the same, but are presented in a more user-friendly style that will help new players understand the game and give experienced players a fresh angle on their games. All sourcebooks and adventures etc are still compatible. The year is 2060, magic is as real as the mean streets of the mega-sprawls. Corporations call the shots while nailing each other through covert operations. Flesh and machines have merged, such as the street samurai with his smartguns and impossibly fast reflexes. You're a shadowrunner, a professional. Working for or against the megacorporations. **$55.00**

ShadowRun GameMaster's Screen 3rd Ed. The typical GMs screen, plus a book for GMs with new creatures and creature powers, new contacts and info on movers & shakers. *Due Oct.* **$25.50**

Awakenings New magic in 2056. New perspectives on magic in the Sixth World: rules for a new magical discipline, new archetypes, and further explores the more advanced ways of using magical powers, such as metamagic. **$28.50**

Aztlan Eternal & mysterious, the nation of Aztlan is one of the great enigmas of the Shadowrun universe. This sourcebook gives players a look inside that secretive country & the sinister megacorporation that dominates it - Aztechnology. **$30.00**

Blood in the Boardroom The shadow wars are erupting into all-out, open corporate warfare, with every megacorporation going on the offensive. This adventure uses the non-linear storyline style from Mob War which allows the player characters to work for or against any corporation as these behemoths try to destroy each other. **$22.50**

Bug City It is the aftermath of the final, desperate bid of the insect spirit dominated Universal Brotherhood. Most of the city of Chicago has been overrun by the insect spirits' minions, forcing the federal government to seal off the city. But there are still people inside. **$30.00**

Celtic Doublecross Elves & politics give even hardened street samurai the shakes - but put together Irish elves and American politics and you've got nothing but trouble. **$13.50**

Cyberpirates Smugglers, cutthroats and bloodthirsty thieves rule the seas from the Caribbean to Africa's Ivory Coast. Focuses on these unique ShadowRunners and the places they call home, from islands to governments to corporations. **$38.00**

Cybertechnology Chock-full of new cyberware, accessories, enhancements, and optional and expanded rules destined to leave the hardest samurai feeling like he's lost in a toy store. From cybernetic triggers to cyborg replacement parts, its all here. **$28.50**

Divided Assets To the corporations, everything's an asset to be charted, inventoried, and maintained. Everything is accounted for, even people. But what happens when an 8 year old boy becomes the pawn in a messy extraction? For the Denver Boxed Set. **$17.00**

Dreamchipper Missing experimental pleasure chips are linked to a series of brutal slayings... **$13.50**

Eye Witness This adventure takes a team of ShadowRunners on a quest for justice across Seattle, into the Boardroom of a corrupt Corporation, the darkest corners of the Sprawl's slums, and the depths of Seattle's Underworld. **$17.00**

Fields of Fire The streets are a violent place, as dangerous as any battlefield. This is the mercenary sourcebook for ShadowRun, including how to act like a professional merc, pages of new weapons, support gear, and optional combat-rules, clarifications, and expansions. 112 pages. **$28.50**

First Run Designed for new players and new GMs. Two separate adventures get you started, explaining in detail each step of playing ShadowRun. *Due November.* **$22.00**

Germany Sourcebook Details society, politics and economics of Berlin, Frankfort, Rhine-Rhur Megaplex, etc. Written by real Germans, & includes German equipment, local corps, etc. **$34.00**

Harlequin's Back One of ShadowRuns most popular and enigmatic characters returns in 6 interconnected adventures that take players beyond their worst fantasies & wildest nightmares. **$25.50**

High Tech and Low Life The Art of Shadowrun. Full of color and black and white illustrations taken from FASA's various artists, showing a blend of the ultramodern, near-future imagery of Cyberpunk and the more traditional characters and creatures of fantasy. **$34.00**

Missions Lets you put the rules in ShadowRun Companion to use. Bullets and magic fly in these short adventures, each of which focuses on a specific, hazardous mission, ranging from DocWagon techs pulling a client from the middle of a fire fight to a special ops mission for the UCAS government. **$28.50**

Mob War! In this adventure, Seattle's most powerful criminal kingpin is

dead, and war is brewing in the streets. The syndicate bosses and their street-gang foot soldiers are drawing lines and taking sides, with the Seattle Mafia, the Yakuza, and the Seoulpa Rings all getting involved. $20.00

New Seattle Can you survive Seattle in the year 2060? This is a complete revision of the popular Seattle sourcebook. Find out how Seattle survived Dunkelzahn's election and assassination, as well as the on-going mob and corporate wars. Deadlier, more exciting, with darker shadows than ever before. *Due Now.* $35.95

Portfolio of a Dragon: Dunkelzahn's Secrets On Inauguration Night, 2057, the newly sworn in President of the UCAS, Dunkelzahn, is assassinated. But he left behind a Last Will and Testament that will give him the last laugh. But who are the assassins and why did they kill him? $27.00

Predator & Prey It's man versus beast. Scenarios and adventure hooks that pit characters against paranormal animals in their natural habitats, whose formidable powers rival those of the toughest metahuman in the sprawl. $27.00

Renraku Arcology: Shutdown The corporate war takes a disturbing turn when Renraku's huge Seattle arcology shuts down, trapping 100,000 people inside. No goes in or out, nor can anyone access it through the matrix. Who's behind it, what do they want, and what's happening inside? Adventure. *Due October.* $27.00

Rigger 2 Overhauls and expands on the rules for riggers in ShadowRun. From creating a rigger character to down and dirty vehicle combat to electronic warfare. Also rules for robotics, vehicle construction, comprehensive vehicle instruction, drones, etc. $38.00

Seattle Sourcebook A city where Megacorps control the money & politics, while gangs rule the streets, and more malevolent forces take out anyone who enters the underworld. 178 pages. $25.50

Shadows of the Underworld Five adventures focusing on the elections of 2057. The runners get entangled with everything from political agents to fanatical cults, from a gun fight on top of a building to the underground. $25.50

Shadowtech Details the latest & sharpest in personal- enhancement technology - from adrenalin-boosting bioware, to headware cyberdecks, and sensory enhancements. $25.50

ShadowRun Companion Expands and clarifies rules for character creation, skill use and defaults, contacts, Karma, magic, and cyberware, and includes new rules for playing metahuman variants and shapeshifters. A guide to creating adventures and campaigns offers step-by-step techniques to help gamemasters get the most out of ShadowRun. $25.50

Street Samurai Catalogue Everything the urban professional predator-for-hire needs - firearms, armour, vehicles, cybergear, internal body-wiring, and other nasty accessories. Slightly revised edition. $20.00

Super Tuesday Collection of 5 stories set during the Chaotic United Canadian and American States Election of 2057. From breaking into Bug City, to stopping a psycho toxis shaman on a death mission, to tangling with a secret society, the players find out what it means when politicians enter the shadows. $25.50

Target: UCAS For GMs and players, gives adventure frameworks set in the following explosive cities: Boston, Detroit and Chicago where chaos reigns after the assassination of Dunkelzahn. Has Chicago finally been cured of the bugs? Or is the cure worse? $25.50

Target: Smuggler Havens Need to fence stolen goods? Want to be the first to hear some drek-hot information? Looking for a place to hide out for awhile? Come where the goods flow and the cops don't go, where pirates and smugglers hang out. $25.50

The Terminus Experiment Dr Oslo Wake has created genetically altered living dead, infected metahumans who are not mere vampires, but something more deadly, that does not have to hide in the night. And Warren Storey is the next test ginea pig, unless the ShadowRunners can rescue him. October. $11.00

Tir Na nOg The former nation of Ireland, the land of Youth. It is now revealed - but who are it's masters? What does its emergence hold for the world of 2054? 168 pages, color plates & several maps. Reprint due??? $30.00

Threats Fourteen of the most powerful and influential people, organisations, and entities in the ShadowRun world: magical secret societies, mad scientists, astral monsters, etc. All having the power to change the world forever. $32.00

Total Eclipse Seattle's hottest new rock band have broken their contract to try and cut it solo, but their parent corporation label has paid some 'runners to bring them back ASAP. $13.50

Underworld Sourcebook ShadowRunners are not the only denizens of the criminal world. There are those who have taken the science of crime and made it into an art form. From the ordered world of the Yakuza to the violent anarchy of the Seoulpa Rings, also the Mafia and the Triads. Each syndicate's markets, business practices, histories and secret rituals are revealed. $27.00

Virtual Reality 2.0 A complete overhaul of all the rules for running ShadowRun's worldwide computer network, the Matrix. New rules provide a faster-playing version of decking through the Net, update ShadowRun technology, and offer new equipment and equipment rules. This sourcebook also includes rules for playing otaku, the mysterious technoshamans who seem to live in the Matrix, and offers the most current information about Matrix law and AIs. $30.00

SHADOWRUN NOVELS

Miscellaneous Titles

1. 2XS - $8.50
2 : Changling - $8.50
4. Night's Pawn - $8.50
5. Stryper Assassin - $8.50
6 ShadowPlay - $8.50

8. Lone Wolf Rick Larson is working under cover for Lone Star in Seattle, reporting to them on changes in the balance of power in the gangs, so that they can react to it & prevent gang warfare from breaking out. But suddenly the balance shifts in a big way, & Larson finds himself on the wrong side... $9.50

9. Fade to Black Runners must free a man stuck in slave-like conditions from the harrowing landscape of Newark, which is overcome with poverty, violence, brutality, & gang lords. But it becomes rather difficult to keep their honor. $9.50

10. Nosferatu Serin is a rootless mage and part time shadowrunner, but he feels evil, elven eyes watching him everywhere he goes. Eventually, he learns of his enemy's plans - which are to wipe out humanity. Who is his enemy? He has been plotting this downfall for three hundred years... $9.50

11. Burning Bright Dan Truman, of media giant Truman Technologies, doesn't care what it costs to get back his missing son. He hires the best to find his heir, even though their motives are suspect. Will money & experience be enough to defeat the terrible power growing beneath Chicago? $9.50

12. Who Hunts the Hunter Four deadly killers cross paths - the weretiger Striper, the shaman Bandit, and from Neward come Newark and Monk. But who is the predator and who is the prey? Before they are done a killer will learn the meaning of mercy, and one who honored life will discover the necessity of ruthless destruction. $9.50

13. House of the Sun The kingdom of Hawaii is a tropical playground, but it has a dark, dangerous underside. Its this underside Dirk Montgomery, Lone Star cop turned ShadowRunner, must navigate as he tries to stay one step ahead of the factions trying to control Islands. $9.50

14. Worlds Without End Immortal elves Aina and Harlequin are convinced that horrors from the Fourth World are about to make an appearance in the Sixth. Then Aina's nemesis arrives, portending the coming evil - an evil that does not bend before megacorps, shamans, dragons, or advanced technology. Aina and Harlequin might have the power to stop it - if they can unit their fellow elves. $9.50

15. Just Compensation Andy's a shadowrunner wannabe until he accidentally participates in a real run, ending his safe life until that point. His half brother gets in trouble for refusing to gun down a civilian army. The two then discover a conspiracy to take down the government. $9.50

16. Black Madonna Leo, the world's greatest genius, wants to share the "truth" with the world and needs money to do it. So he stages the most stylish and sophisticated electronic blackmail scheme in the history of the world. But when decker Michael Sutherland and pals Serrin and Geraint team up to track him down, they find Leo has some very scary friends who don't want him to share the "truth" with anyone, and who would like to see Leo and the runners dead. $9.50

17. Preying for Keeps Jack thought his lover betrayed him until she turned up dead. Now the data he stole is wanted by the elves, the yakuza and the mafia. And now a disease is rampant throughout Seattle, and it's up to Jack and his team to solve it. $9.50

18. Dead Air Two elven bikers, Tamara and Jonathon, have been tearing up the league of Combat Biking, but then Tamara is given a brutal hit by another team. Jonathan is out for revenge, but if the megacorp agents, simsense industry operatives, and hostile mages don't kill him, the truth probably will... $9.50

19. Shadowboxer A dwarf merc shadowrunner named Two Bears signs on to dig up some data on the word IronHell. Easy job, easy cash, until the decker helping him gets her brain fried in the matrix. $9.50

20. Steel Rain A massive war brews between the Nagato Corporation and Fuchi Corp. But behind these growing hostilities looms a more sinister threat, requiring far more talents that weapons. To survive, Machiko of the Green Serpent Guard, must defeat a high-tech foe with almost unlimited powers and absolutely no mercy. $13.00

21. The Lucifer Deck Life on the streets of 21st century Seattle can be tough, especially for a young ork like Pita. And it gets a lot tougher when she witnesses a corporate mage murdered by the violent spirit he just conjured from another dimension. Now she's in a heap of trouble with the dead mage's employer, an organisation with something to hide. $13.00

22. Headhunters What's the link between a man lying dead in a funeral parlor and one of the world's largest corporations? Why would those investigating Dunkelzahn's death care about this corpse? How long can Jack Skater survive? $11.00

23. Bloodsport An old women dies as a result of an ancient curse, and her two grandchildren investigate, and discover a strange religious cult proclaiming the end of the age of Fifth Sun. But some secrets are better left buried... $11.00

24. Technobabel He awoke in a body bag, his brain fried and a black hole where his memory should have been. If not for the carbon-fiber blade in his arm he would have been dead. But Babel is still alive and back in the game. $11.00

25. Wolf and Raven Collection of ShadowRun short stories by Michael A Stackpole. The interlinked tales follow the adventures of Wolgang Kies, gifted shaman and operative for Dr Richard Raven, the elven man of mystery who fights wrong doing in the mean streets of 2050s Seattle. $11.00

26. Psychotrope It started out as a simple Matrix run, but now five top deckers are trapped inside a nightmarish virtual landscape where jacking out is an impossibility - and what has all the hallmarks ofthe afterlife: tunnels of brilliant light and greetings from long dead family...and the terrifying sense of being juggled between heaven and hell. There is only one thing in this computer generated netherworld that can be trusted, and it is not your senses... $11.00

The Dragon Heart Saga

1. Stranger Souls UCAS President Dunkelzahn, cut down by unknown enemies in the hour of his triumph, left one last set of orders for special agent Ryan Mercury, to save the world from magic so powerful that nothing may survive it. $10.00

2. Clockwork Asylum Ryan Mercury, the late president's secret agent, wants revenge for Dunkelzahn's death. But a powerful cyberzombie under the influence of a powerful spirit stands in his way. $10.00

3. Beyond the Pale In the mission given him by Dunkelzahn, Ryan Mercury promises to deliver the magical Dragon Heart safely to the metaplanes, where Thayla and her song are all that defend the earth against he onslaught of the enemy. But when Thayla is swallowed by the Chasm, the ultimate evil threatens the world. $10.00

Soothsayer

SOOTHSAYER RPG (The Player's Guide) Written and publishing in Australia, this is a generic role playing narrative adventure gaming system that lets you play in any world or time period. The system allows you to bring together fantasy, reality, history and science fiction, or simply choosing just one. The system lets you role play your favorite character in any setting. You can generate the characters you want to role play, casting aside stereotypes and even designing entirely new character species. The explicit, fast paced combat system makes for plenty of danger and excitement, whether unarmed, melee or ballistic combat. And you will role more than dice. The unique player assessed award system encourages creative role playing and enhances your whole gaming experience. $39.00

Soothsayer Character Record Sheets & Reference Tables Contains 18 official character records and 40 roleplaying assessment score sheets. The cover is also a GMs screen. $10.00

Set in Stone A mysterious lady employs the player characters to find and free her husband, but not all things are as they appear. And if the players take too long, assassinations will occur and trigger an appalling war. $10.00

Star Trek Next Gen.

STAR TREK The Next Generation RPG A beautifully presented hardcover, full color book with 310 pages. Features the 'Icon System' – fast and cinematic game rules that allow you to create new scenarios based on real episodes or ones you create yourself. Simple character creation lets you begin play immediately. Detailed guidelines for creating and running your own episodes. Has an introductory adventure called "Shakedown Cruise" in which you go up against the Romulans. Has a comprehensive look at the history and continuing mission of the United Federation of Planets, covering Starfleet, ships, etc. Also covers some alien races, ships, and creatures. $55.00

Star Trek Narrator's Toolkit More details later. Sept. $27.00

Star Wars

West End Games have, to our knowledge, lost their license to provide Star Wars material. That means once our stocks are gone, you won't see it again. Even if another company picks up the licence, they may do something entirely different. We have put down a lot of prices, but stocks are limited.

STAR WARS 2nd Ed Revised & Expanded The hottest RPG just got hotter. This new hardcover, full color edition is a revision of the popular, 2nd Ed rules to make the game more exciting and fun to play. Features dozens of examples to make the rules easy to learn, over 30 character templates, a solo adventure, a player handout that explains the game, and an overview of the Star Wars Universe. 240 pages. We have only a few, slightly damaged copies in stock. $50.00

STAR WARS Introductory Adventure Game A magnificent boxed set entry point into the Star Wars roleplaying game. Everything you need to play is here. This game teaches you the rules while you play. One game booklet shows how to create and use your own Star Wars character fighting the Empire, another booklet teaches one person how to be the games master. $18.00

Alliance Intelligence Reports Heroes are only as good as the villains they fight. This collection of villains details some of the Alliance's most dangerous foes, providing a perfect selection of enemies for any Rebel team. Each entry has background information and game statistics, including numerous new droids, vehicles, and aliens. $25.50

Classic Adventures Presents two Star Wars 1st Ed adventures, The Politics of Contraband and The Abduction of Crying Dawn Singer. The first is a story revolving around the life of a smuggler; the second story is about a famous singer being kidnapped. $30.00

Classic Adventures # 2 Includes Graveyard of Alderman (a murder to solve, a lost warship to find, ruins of a palace to explore) and Domain of Evil (stranded on a swamp world, hunted and terrorised by creatures from your nightmares), revised and updated for 2nd Ed. $30.00

Classic Adventures # 3 Includes Riders of the Maelstrom - Rebel heroes try to uncover the secrets of an Imperial rendezvous. Death in the Undercity - what is causing the mining accidents on Quarrun? And Tatooine Manhunt - who is this Adar Talon that all the bounty hunters of the galaxy have come to find? What does he know? $30.00

Classic Adventures # 4 Adventures from the Star Wars Journal. Help defeat the Empire as you hunt for a powerful Jedi relic, evade bounty hunters, go under cover in an Imperial recruit training camp, and command New Republic armored forces against an Imperial onslaught. $34.00

Classic Adventures # 5 Reprints Starfall, , Strike Force Shantinople, and The Game Chambers of Questral, where rebels try to find a missing agent. $15.00

Classic Campaigns This book presents two Star Wars First Ed campaigns, completely updated to 2nd Ed. The 1st features the adventures of a group of rebels on a modified space yacht. The 2nd chronicles the efforts of rebels to stop construction of an Imperial resupply base in the Trax sector. $25.50

Cracken's Rebel Field Guide Details the technology available to Rebel agents and soldiers - weapons, tools, computers, plus equipment. $22.00

Cracken's Rebel Operatives A collection of saboteurs, operatives, spies, contacts, and informants who work with or for the Rebel Alliance in its valiant struggle against the evil Galactic Empire. Provides detailed info on some of these more famous individuals. $25.50

Cracken's Threat Dossier Delve into the secret files of New Republic Intelligence and learn the inside story on some of the greatest threats the New Republic has ever faced. Go on a guided tour of the Hapan Cluster, tangle with the forces of Nil Spaar and the Yevethan Protectorate, or match wits with the Human League on Corellia. This is a companion to 7 Star Wars novels. $34.00

Creatures of the Galaxy Over 60 new creatures, each entry including an illustration, as well as complete information on the animal's habitat, behaviour and special abilities. $25.50

Cynabar's Fantastic Technology: Droids Gives players and GMs a detailed look at these fascinating machines, from the lowliest astromechs to the fiercest combat units. Complete droid construction system, etc. $25.50

Dark Empire Sourcebook A 128 page hardback sourcebook based on the smash-hit comic series following on from the end of Return of the Jedi. Includes 16 full color plates, heaps of illustrations, new ships, new NPCs and PCs, new equipment & vehicles, planets, and history of the comic. The New Republic rules 3/4 of the galaxy, & a savage war against Grand Admiral Thrawn almost defeats them. $42.50

DarkStryder Campaign A boxed set with six interlinked adventures which form one huge campaign. Your PCs are the crew members of the FarStar, a Corellian Corvette recently taken over by the New Republic. Moff Same is defeated and driven from the Kathol Sector - but he uses a frightening new technology - DarkStryder, and the crew are given the task of finding its source and denying it to Same. $25.00

Kathol Outback Sequel to DarkStryder. The crew of the FarStar, searching for Moff Kentor Same, find lost colonies, ancient technology, etc. $10.00

Kathol Rift Sequel to Kathol Outback. The FarStar has chased Moff Same into the mysterious Kathol Rift, a seething cauldron of galactic power. $10.00

DarkStryder: Endgame The final DarkStryder supplement. The FarStar has discovered the hidden lair of renegade warlord Moff Same, a distant planet once ruled by a long-dead species of scientists. $12.00

Deathstar Technical Companion Details daily operations, personnel, defences, auxiliary vessels, power plant, etc. With deck plans & maps for hangers, surface trenches, etc. 96 pages. $25.50

Galadinium's Fantastic Technologies From an Abyssin grafting patch to the Verpine Scatter Gun, this catalog contains essential adventuring gear for rough and tumble encounters. Sections detail weapons, micro-electronics, survival gear, droids and medical supplies. Galadinium's catalog of wares will prove to be indispensable. $25.50

GameMasters Handbook More rules and ideas for GMs, giving tips and hints on making your games more challenging & fun. $30.00

Gundark's Fantastic Technology Personal Gear Gundark is one of the most notorious illegal arms dealers in the galaxy, and now for the first time, his catalog of illicit wares is available to you. From the ABC anti-personnel canister to comm equipment. $29.00

Heroes & Rogues Develop your character's past: education, homeworld, family, past loves, past occupations. Has over 60 character templates, 43 GM characters, system for making backgrounds. $30.00

Hideouts & Strongholds From mercenary encampments to pirates fortresses - over 24 bases are described, featuring detailed maps an diagrams that illustrate each location. Includes notes on the surrounding terrain. $37.50

Imperial Double-Cross A young man runs away from his boring homeworld and stows away with the infamous smuggler Okeefe. $7.00

Imperial Entanglements Supplement for the miniatures rules, focusing on the civil war between Imperial and Rebel forces. $10.00

Imperial Sourcebook 2nd Ed Fully revised to be compatible with Star Wars 2nd Ed. Covers the Empires system of control through fear, Imperial Intelligence, the Military, Capital ships, custom ordnance, land vehicles, sector group organisation, combat artillery, infantry support weapons, special military forces, etc! $37.50

Lords of the Expanse Come to the Tapani sector and mix it up with the lords and ladies of the noble class. Forget dusty cantinas - yacht races, grand balls and exclusive luxury resorts are your venue now. Boxed set with a sector guide book, a GMs guidebook detailing the great houses, the Freeworlds Region, secret societies, Rebel cells, bacta pirates; a complete mini-campaign & introductory adventure. $51.00

Player's Guide to Tapani Introduces players to the noble houses of the sector, its aliens, and its governments. The culture of the nobility is given, also character generation, and a gazateer of major homeworlds, etc. $20.00

Mos Eisley Boxed set. Delve into this hive of scum and villainy. With a 96 page galaxy guide and a 32 page adventure. A full color map shows the cantina on one side, and the downtown spaceport streets, Jabba's Townhouse, and docking bays on the other. Also contains 12 pewter 25mm Star Wars miniatures, including 3 new ones. $65.00

No Disintegrations Attention bounty hunters! Friendships betrayed, lost loves, belongings stolen...those who have been wronged want justice. And they are willing to pay handsomely to get it. That's where you come in. You're a bounty hunter. This book has 5 major adventures for bounty hunters. $25.50

Operation: Elrood The remote Elrood sector is on the brink of a major corporate war! Pirate attacks are destroying cargo flects and a top Rebel operative has disappeard. "Is the Empire the real enemy here?" $25.50

Platt's Smugglers Guide Smuggling is a tough business, and this book provides you with all the pros and cons, by providing the following information: Who do you work for? How do you get your ship? Tools of the Trade. Who do you know? Who's after you? And 18 full color character templates. $30.00

Platt's Starport Guide Want to see the galaxy? Don't join the Imperial Navy! Just follow smuggler extraordinaire Platt Okeefe as she takes you on a vagabonds tour of seven starports, including a backwater haven, a wandering trading ship, etc. 160 pages. $42.50

Pirates & Privateers Command a ragged band of pirates, lead a daring and disciplined crew of commerce raiders against the forces of the Empire, or launch devastating attacks against New Republic shipping as an Imperial privateer. All the info needed for players and GMs to include pirates and privateers in campaigns.May. $32.00

Rebel Alliance Sourcebook 2nd Ed A detailed description of the personnel, vessels, equipment, strategy, intelligence, and history of the Rebel Alliance, now updated to 2nd Ed Rules. 144 page hardcover recommended for campaigns. $37.50

Rules of Engagement: Rebel Specforce Handbook They undertake only the most difficult missions. They are experts in hand to hand combat, weapons, tactics, and survival. They are the Rebel Alliance's most elite soldiers, fighting the best the Empire has to offer. They are the Rebel SpecForces. New weapons, equipment, vehicles, optional rules, commando training, etc. $32.00

Secrets of the Sisar Run The cargo run was too good to be true: big profits and minimal risk. But no one can be trusted. $10.00

Shadows of the Empire A hardback sourcebook of the novel Shadows of the Empire, which is a sequel to The Empire Strikes Back, but before Return of the Jedi. After his defeat on Cloud City, Luke finds himself a pawn between Darth Vader & the leader of the Black Sun criminal organisation. Luke must attempt a daring rescue while hunted by many foes. $34.00

Shadows of the Empire Planets Guide Features comprehensive coverage of the new planets of Steve Perry's best selling novel, from geography and politics to military and famous people, including Greedo's homeworld, a Bothan frontier world, etc. $25.50

Star Wars Alien Encounters Features over 100 of the most exotic, interesting and unusual aliens, culled from dozens of Star Wars novels, comic books, RPG adventures, etc. Also has an alien-generation system to make your own aliens with. $38.95

Star Wars GM's Screen Revised Includes a 64 page book with over a dozen player character templates, lists of skills and force powers, game stats for common characters, starships and vehicles, etc. $16.50

Star Wars Instant Adventures A collection of scenarios that can easily be integrated into an ongoing campaign. Launch a daring sneak attack on an Imperial sensor complex, to bring down a system-wide blockade, smuggle a wounded Hutt crimelord offplanet, rescue a missing rebel spy, or play hide and seek with the dreaded Storm Commandoes. $10.00

Star Wars: Live Action Adventures In ordinary roleplaying, you're

at a table holding a piece of paper. With this book you are there in the thick of the action, surrounded by your enemies and allies. $14.00

Star Wars: Live Action Gamemaster Toolkit Tips on logistically planning and running LARP events. $10.00

Star Wars Movie Trilogy Special Edition 200 page hardback book. From the glittering spires of Coruscant to the blistering Dune Sea of Tatooine, the secrets of the Star Wars universe are at your fingertips. This fully indexed volume features scores of exciting new artwork and photographs from the re-released Star Wars trilogy movies, and gives detailed game information on characters, ships, planets, equipment, etc. $42.50

Star Wars Planets Collection Within this 256 page book are two dozen worlds waiting to be incorporated into Star Wars adventures. From the dangerous trader port of Celanon, to the mining centers on Gacerian and the criminal haven of Korbin, this supplement has something for every Star Wars campaign. $42.50

Star Wars Sourcebook 2nd Ed. Stories, maps, charts, and illustrations that explain how the Star Wars galaxy works; from lightsabers to repulsorlifts. Plans for an X-Wing, a Rebel base, an Imperial garrison, & blue-prints to the Millennium Falcon. Hardback with 144 pages. $37.50

Stock Ships Outfit your smugglers and Rebels with fourteen vessel types, from sturdy light freighters to luxurious pleasure yachts. Includes fourteen full color ship data cards. $25.50

Tales of the Jedi Companion 4 millennia before the rise of Emperor Palpatine, Jedi Knights struggle against the dark side of the Force and its minions. This companion to the Dark Horse comic book series features detailed game statistics and histories for the people, places, starships, vehicles, etc. $42.50

Tapani Sector Instant Adventures Race to recover the secrets in the Meeetti File, plot a daring hijacking, scout uncharted reaches, plunge into the intrigues of a noble house, etc. $11.00

The Black Sands of Socorro A frontier world far from the tyrany of the Empire, Socorro offers opportunity, wealth, and danger. Travel the Doaba Badlands and explore his unforgettable world. $12.00

The Far Orbit Project A Pirates & Privateers supplement. Join the fearless crew of the Far Orbit, the first Rebel privateer ship, a Nebulon-B warship. Stage a series of daring strikes on Imperial worlds. With detailed deck plans, source material, complete campaign, etc.. $39.00

The Jedi Academy Based on the novels by Kevin Anderson. The resurrected Emperor is defeated, Leia Organa Solo and the New Republic struggle to rebuild in the aftermath of this terrible conflict, and Luke Skywalker begins his search for new Jedi students. But one of Luke's students is corrupted by the Dark Side, and becomes the new Dark Lord of the Sith - and now the New Republic is threatened. $37.50

The Thrawn Trilogy Sourcebook This book is a compilation of Heir to the Empire, Dark Force Rising, and The Last Command. These tell the story of Timothy Zahn's three novels, which are about five years after the Battle of Endor, where the Empire was almost about to be defeated, when a new evil leader arose, Admiral Thrawn, who pushed the New Republic to the edge of utter destruction. $45.00

The Truce at Bakura Sourcebook Cold-blooded invaders from beyond known space assault the Imperial held world Bakura; Luke Skywalker, Leia and Solo lead a Rebel force to come to their aid. $15.00

Wanted By Cracken You are a criminal hunter working for the New Republic, and there are 50 individuals wanted for various crimes, Imperial officers, bounty hunters, smugglers, assassins, etc. $25.50

Wretched Hives of Scum & Villainy The cantina in Mos Eisley spaceport was just one of thousands of similar dives throughout the galaxy. Come on in and make yourself comfortable while visiting eight eighth bars, tapeafes and clubs frequented by smugglers, spies and bounty hunters. With heaps of adventure ideas. $30.00

STAR WARS GALAXY GUIDES

Galaxy Guide 1 - A New Hope 2nd Ed A definitive collection of backgrounds, statistics, and information on the heroes and villains from Star Wars, as well as a new adventure seton Tatooine. $25.50

Galaxy Guide 2 - Yavin & Bespin 2nd Ed Details moons, inhabitants, adventure ideas, etc. $25.50

Galaxy Guide 3 - The Empire Strikes Back 2nd Ed Details the alien, Imperial and Rebel personalities that appeared in the second Star Wars film. Includes data on Hoth, Dagobah & Bespin. 80 pages. $25.50

Galaxy Guide 4: Aliens 2nd edition aliens book has been expanded and updated for the 2nd Ed Star Wars. $27.00

Galaxy Guide 5 - Return of the Jedi 2nd Ed. Here you can find backgrounds, personality sketches, and anecdotes of the villains and heroes, humans and aliens, and monsters and droids appearing in Return of the Jedi. Also contains a new adventure set on Endor. $25.50

Galaxy Guide 6 - Tramp Freighters 2nd Ed Updated for the 2nd Edition RPG, this features the ships of smugglers & pirates, etc. $25.50

Galaxy Guide 7 Mos Eisly A complete overview of this city, with detailed location descriptions, illustrations, maps, a history of Tatooine, and information on heaps of famous & infamous smugglers. $25.50

Galaxy Guide 8 Scouts Join the New Republic Scout Service, & travel the length of the galaxy exploring new worlds. Includes system generation, new races, specs on new scout vessels, etc. $25.50

Galaxy Guide 9 Fragments from the Rim 94 page supplement being a compendium of trivia, news, rumors, and information from the Outer Rim territories. With new characters, new ships, aliens, and locations. Also swoop gangs, merc units, corporations, etc. $25.50

Galaxy Guide 10 Bounty Hunters 128 pages packed with info on the various bounty hunters, where they go, & how to play one, including a scenario for fledgling Bounty Hunters. $30.00

Galaxy Guide 11 Criminal Organisations Slaving, spice mining, smuggling, gun-running - there is always someone who will supply the goods, no matter what. From huge crime bosses to low-life thugs and slavers, criminals have a large influence on the Star Wars galaxy. $27.00

Galaxy Guide 12 Aliens: Enemies & Allies Snaggletooth, Ephant Mon, Weequay, Nikto. Though only glimpsed in the Star Wars movies, their unique appearance makes them some of the most memorable characters. Over 30 alien species are detailed. $25.50

The Everlasting

THE EVERLASTING Foundation Book I Book of the Unliving Written by Steven Brown, who has written many White Wolf products, such as Dirty Secrets of the Black Hand. This book is a complete roleplaying game, set in a world which is a daydream shadow of our own reality. Join modern-day angels, dragons, elves, vampires, mythic gods, nightmare lords, immortal grail knights, werewolves, etc. This first book introduces you to the darker side of the Secret World, where you take on the role of Dead Souls, Deathmech Cyborgs, Ghuls, Grim Reapers, Reanimates, Revenants, Vampires, the Catacombs, Underworld, etc. New concepts are introduced, such as communal protagonists, customizable rules, gamemasterless options, dream control methods, and can be played with playing cards, dice, or even freeform. $60.00

THE EVERLASTING Foundation Book II Book of the Light This is also a complete roleplaying game. It introduces you to the epic struggle between good and evil that is taking place throughout the Secret World. It features angels - including half angels, daevas the mythic gods, Questers (immortal grail knights), Demons, the Wer, the Astral Aethyrs, the Seven Heavens, New Camelot, the Netherworlds, etc. $60.00

Tinker's Damn

TINKER'S DAMN RPG A roleplaying game of Japanese animation girls with rabbit ears and big oval eyes. The game can be based on any genre, not just sci-fi and fantasy. Ever wondered what it would be like to use magic in a private detective game? Then check out Hot Rod Apocalypse, just one of the three sample campaigns provided in the book. Includes creating characters, vehicle design and combat, magic, the net, cyborgs & robots, weapons and weapon design, etc. $25.00

Marc Miller's Traveller

Unfortunately, Imperium Games are no longer producing any Traveller products. Another company *may* take the line over.

Marc Miller's TRAVELLER RPG With the demise of GDW, Traveller has been completely rewritten and revised with this 190 page book, which is lavishly illustrated with B&W and full color pictures. The game returns to the simpler structure of Classic Traveller while allowing for multiple levels of complexity. The time period covers from 4700 BC to 5367 AD. This book is the basic rules set and background for players and GMs. It unravels the secrets of man's conquest of the stars, helps you create heroic characters, lets you fight for survival in deep space and on hostile planets, etc. *Sold out?* $42.50

Alien Archives This volume presents 12 minor races for use in any Traveller campaign. Each is suitable for non-player and player character status. Generation rules; alien encounter rules, etc. $39.00

Anomalies An adventurous odyssey among the growing Imperium. Wander the systems of Core sector, discover the secrets of a strange, psionic child; enter and explore a research station, and confront the many mysteries of worlds of humans. 9 adventures or one massive interlinked campaign. $39.00

Central Supply Catalog Collating virtually every item ever published for Traveller, tossing out some, adding new stuff and formatting it all for the new Traveller, makes this an invaluable book. Plus a bug-free set of design rules for you to create your own small vehicles. $39.00

Emperor's Arsenal A great book detailing the weapons of Tech Level 0 to Tech Level 16+, from spears and slingshots to crossbows and shields, from musket weapons and cannons to machine guns and mortars, from guided missiles to Hazers, from waterknives to plasma cannons, etc, as well as new weapon rules. $39.00

Emperor's Vehicles Dozens of typical vehicles for land, air, and ocean adventuring. Every vehicle is fully illustrated and described for easy integration into your campaign. $39.00

Fire, Fusion and Steel Completely updated and integrated into T4 ed of Traveller, this is comprehensive vehicle design. Everything from ground cars to grav tanks, system patrol boats to atmospheric cruisers. The rules let you design each vehicle down to the last detail. $39.00

First Survey This vital companion to Milieu 0 is an atlas of the 50 or so sectors that were the Vilani Empire and its surrounding territories. The star systems of the Sylean Federation are well defined. Further out, systems are less charted. $39.00

Gateway! Adventure Two Far from their starting point the explorers come across a gateway, a means to get back. But sensors indicate the device is buried under a huge city which is presently gripped in the clutches of an alien war. $22.00

Imperial Squadrons Fleets of starships vie for dominance among the pocket empires and the growing Sylean Empire. Now you can play on the flagships of enormous space fleets, drawing resources & conquering worlds. $39

Long Way Home: Adventure One The mission: a covert reconnaissance deep into uncharted territory beyond the borders of the new Sylean empire. But that mission is quickly disrupted as the adventurers jump out of system in their extended duration survey class Scout ship. With five interlinked scenarios and heaps of maps etc. $22.00

Milieu 0: The Third Imperium The first Milieu reference book chronicles the emergence of the Third Imperium from the Long Night. Covers the early years of the Third Imperium, its initial steps to re-explore the galaxy, of its economies and strategies for doing so and its politics for administrating the fledgling empire, of its closest allies and worst enemies.. With many adventure hooks. $39.00

Milieu 0 Campaign Traveller's campaign world is revealed. The barbaric long night has passed. Starships once again ply the space lanes, and civilisations are reawakened to the vast interstellar community of worlds. This book opens the way for GMs to begin and maintain an epic game where players ride the waves of history. Hardback book. $51.00

Missions of State Companion to the Nobles sourcebook, these are nine selected adventures which pit noble characters against formidable odds, negotiating treaties, delving into intelligence gathering and espionage, and delivering diplomatic pouches. $39.00

Naval Architects Manual A book full of deck plans for Traveller campaigns. Ideal for any adventure situation, there are hundreds of deck plans to represent starships, bases, orbital stations, starports. $39.00

Pocket Empires The new Imperium is growing, reaching out to neighboring worlds after the Long Night, expanding in power and influence. Some of the worlds they contact are already part of smaller empires, Pocket Empires, also rising from centuries of barbarism. Now you can manage and own Traveller worlds. $39.00

Psionic Institutes The beginning days of the new Sylean empire are a time of open acceptance of psionic powers and those who have them. Institutes range in size and reputation from established universities with influence at the highest levels to fly by night charlatans and fake salesmen that keep one step ahead of the authorities. $39.00

Starships A valuable reference book with 108 pages, detailing the starships of the Traveller universe. Also features the Standard Ship Design System. $34.00

Traveller GM Screen A four panel GM screen plus the Memory Alpha adventure, written by Marc Miller. The characters agree to a high-paying mission with a catch - they must undergo a memory wipe upon the conclusion of the mission, and then the real mission begins as they try to learn what exactly did they do during that mission? $22.00

Tribe 8

TRIBE 8 RPG The world as we know it was suddenly destroyed. The Z'bri, an evil alien menace beyond comprehension invaded the world from another dimension. But the portal was closed, stopping any more from arriving, while those who remained went berserk, enslaving, torturing, murdering almost all of humanity. But the Goddess saw man's plight and sent eight Fatimas to create eight tribes, who then took the struggle to the Z'bri. Joshua, the eighth Fatima, lead his tribe into the stronghold of Z'bri overlord, and slew him, but he himself was slain, and the tribe was all but obliterated. But this eighth tribe, Tribe 8, is slowly being resurrected, as misfits, outcasts and homeless humans come together to refill its ranks. But the Z'bri still remain, and most of humanity is still enslaved. The seven remaining Fatimas bicker among themselves, but gift the tribes with weapons with which to fight the Z'bri. Set in this tribal future, player characters are blessed with mystical insight and marked by destiny. They must struggle to build a new society from the ashes of the old. 108 pages of history & background, 100 pages of game rules and information, etc. $57.00

Tribe 8 Weaver's Screen & Assistant A typically illustrated GM's screen, with a GM's guide with expanded advising on GMing, details on creating epic cycles, portrayal notes for all the major locations, the first volume in the Tribe 8 storyline, etc. $32.00

Trinity

TRINITY RPG Hardback Edition White Wolf's latest complete roleplaying system, this one set 150 years into our future. Was called ÆON. Acentury and a half in the future, humanity ventures into space and encounters strange alien races and diverse new worlds, as well as establishing orbital colonies and terraforming Mars. Even as humanity struggles to find its place in this new age, Earth is assaulted by a menace from its past - twisted, once human creatures called Aberrants, monstrosities that seek to destroy our people and planet. The world's greatest defenders against this menace are psions - men and women who possess formidable psychic powers and who wield unusual biotechnological devices. With guidance from the enigmatic Æon Trinity, psions hope to protect humanity from its own twisted reflection so that Earth's people can take their rightful place among the stars. Investigate the unearthly Qin, beings at once supremely human and disturbingly alien. 318 pages, 152 in full color, which prevent a very detailed overview of life in the 22nd century. Hardback. $55.00

America Offline Psi orders of Orgotek and FSA Sourcebook. With expanded, full color source material, detailed tips on playing an electrokinetic, including new psionic powers, revealing information on North American society and politics. $35.00

Darkness Revealed: Descent into Darkness The indigent are disappearing from Lunar slums. The few found are dead and missing vital organs. Members of two psi orders may not only know about it, they may be behind it! $28.50

Darkness Revealed: Passage Through Shadow A conspiracy threatens to destroy the psi orders. The AEon trinity relies on you to expose it. The maze of treason and subterfuge leads you to Europe, N. America, and finally into space, where you will confront the greatest threat Earth has faced $28.50

Darkness Revealed: Ascent into Light Strife divides the psi orders when they should be united against a horrible threat from beyond the stars. Can you help Earth's psions save humanity? *Due Nov'98.* $28.50

Hidden Agendas The Trinity storytellers screen and a booklet containing expanded information on the 22nd century universe. Also has an introductory story that kicks off the ongoing Darkness Revealed adventure series. $27.00

Luna Rising The moon is home to the psi order known as ISRA, a loose brotherhood of psions with the ability to ease their senses across vast interstellar distances. This sourcebook gives expanded rules, new psionic powers, info on Luna society, etc. $30.00

Shattered Europe Reveals the inner workings of the Aesculapian Order and explores the ruins of Europe. Find out what the docs are really up to in their clinics. Learn to be a vitakinetic and explore Europe. *Due Dec'98.* $38.00

Trinity Dice Set of ten 10sided dice, red on black. $13.00

Trinity Field Report: Extrasolar Colonies Five years ago, Earth's extrasolar colonies were stranded in the depths of the void. The disappearance of the teleporting Upeo wa Macho left our children orphaned in deep space. Now, years later, new jump ships are complete, so we can learn the fate of those colonies. $9.50

Trinity Field Report: Alien Races In the 22nd Century, humanity has made contact with three spacefaring alien races: the Qin, the Chromatics and the Coalition. This bookgives their true natures, faces and intentions. $9.50

Trinity Technology Manual Spaceships take us to distant stars. Computer agents roam the electronic OpNet. Bioapps commune with psions' minds to become living weapons. New spaceships, weapons, bioapps, battle suits, computers, drugs, gadgets,etc. $29.00

Unknown Eagles

UNKNOWN EAGLES RPG A complete WW2 air combat action roleplaying game, using the Fuzion/Hero System, by Hero Games. All the excitement of air aces, commandos, and spies before and during WW2 is brought to life in this fast paced RPG. Includes a timeline and source material for the era from 1938 – 1945, along with writeups of war equipment and vehicles. Complete air combat rules let you integrate air combat into your roleplaying experience. 128 pages. *Due Jan'99* $30.00

Usagi Yojimbo

USAGI YOJIMBO RPG You're read the adventures about this samurai rabbit called Yojimbo, now you can play them! The world is 17th Century Japan, but all of the characters are animals. Each story mixes seriousness with silliness. Also lists every Usagi story ever published, a complete character index with every character named in the comic, and a map of Usagi's Japan. $30.00

Vampire: the Masquerade

Vampire: The Masquerade 3rd Ed. Hardback A horror storytelling role playing game. Players are vampires, tortured creatures who must cling to the last shreds of humanity lest they become a ravening fiend. By White Wolf. After nine years White Wolf has updated its flagship title. The book that launched a renaissance in the roleplaying industry returns in a revised edition. New everything, from top to bottom. In this mammoth volume can be found all 13 clans, all major Disciplines and a host of brand-new information on both the Kindred and the…things…that hunt them. This book compiles everything that a Vampire player and Storyteller needs to know about the Kindred and the World of Darkness. Also has all new information on the changes that afflict the clans, and on the beginning of the end of the Camarilla. $57.00

A World of Darkness 2nd Ed Venture into those forbidden regions where even vampires fear to tread. Glide through the elegant salons of Europe's elders and trek through the depths of the Dark Continent. Includes Australia, Japan, & the USA. $34.00

Book of Nod Pocket sized book that contains the records of the birth of the undead, with invaluable insight into vampire origins. $19.00

Chicago Chronicles Vol 1 A compilation of two classic Vampire sourcebooks. Chicago By Night 1st Ed and the Succubus Club. Together these two books present the beginning of an epic story of intrigue, warfare and survival among vampires of Chicago. $37.50

Chicago Chronicles Vol 2 Two classic vampire sourcebooks, Chicago by Night 2nd Ed and Under A Blood Red Moon. Also features the next chapter in the epic fall of Chicago. No vampire is safe, not from werewolves or each other. $34.00

Chicago Chronicles Vol 3 A compilation of Milwaukee by Night, Ashes to Ashes, and Blood Bond. These are the final chapter that concludes the War for Chicago. A tale of betrayal, hatred and revenge. $34.00

Cities of Darkness City life crushes our spirit. Traffic. Crime. Corruption. Inhumanity. Rumors and legends abound as we strive to cope with each horror and save what's left of our identities, before we become the monsters that stalk the urban sprawl. But for some its too late. Combines D.C. By Night and New Orleans by Night. What goes on in the nation's capital and America's party town after night, when the undead come out? It's all one big celebration. $34.00

Cities of Darkness # 2 Includes Berlin by Night and Los Angeles by Night, two cities united in their fight for freedom, Berlin from under mortal domination, and LA, from under vampire rule. $34.00

Cities of Darkness # 3 An account of Kindred control, corruption and conspiracies across America. This book combines the previously out of print Dark Colony and Alien Hunger. $25.50

Clan Book: Assamite Feared by all yet courted by many, refusing outside allegiances yet willing to hunt Kindred for a payment of blood, Assamites are among the most reclusive clans. Once hunted, these vampire assassins are now sought by the Kindred to dispose of their enemies. $20.00

Clan Book: Brujah History, traditions, myths and secrets of Clan Brujah, 10 templates of characters, & mysterious powers. $20.00

Clan Book: Gangrel How they Gangrel run with the werewolves and the powers they gain, 10 sample characters, history, etc. $20.00

Clanbook: Giovanni The last Clanbook is the Giovanni, who are final in so many ways. Steeped in blood and treachery, this sinister clan of necromancers worms its way through the jyhad while feigning non-involvement. With its connections to the Mafia. Discover the bloody legacy of these insular undead, and their even deadlier future. $22.00

Clan Book: Lasombra From their webs of shadows the Lasombra guide the destiny of the dread sabbat. Unseen even by mirrors, these lords of darkness glide through the night they rule, orchestrating the rise and fall of kine and kindred. $20.00

Clan Book: Malkavian An extremely warped Clan, whose members are all insane (as is this book. The information contradicts itself - no it doesn't. Pages are stuck in upside down, some text is unreadable, etc. This book reveals histories, madness, 10 sample characters. $20.00

Clan Book: Nosferatu Most vile of the vampires, they have formed an underworld of darkness in the sewers beneath the city. $20.00

Clan Book: Ravnos Gypsies, vagabonds, and charlatans, the cunning vampires of Clan Ravnos roam the night as they indulge in the most dangerous of games - lying to the liars, tricking the tricksters, receiving curses. $22.00

Clan Book: Setites Called corrupt by even the most crooked Ventrue, the Setites are almost universally mistrusted and feared by the clans of the Camarilla, and scorned by the Sabbat. $20.00

Clan Book: Toreador A Spanish clan that does little more than fight amongst itself all the time. Ten character templates. $20.00

Clan Book: Tremere 64 pages for this majestic and mysterious clan. With the clan's dark history, 10 sample characters, etc. $20.00

Clan Book: Tzimisce Known fiends even by other vampires, the Tzimisce are the masterminds behind the Sabbat. They are the truth behind mortals' legends of vampires in the night. In rejecting their humanity, the Tzimisce hope to attain something more. This book is strictly Adults Only. You cannot order it unless over 18 years. $20.00

Clan Book: Ventrue The vampires of Clan Ventrue understand that power has value only as a means to an end. So they use their vast resources to extend their reach, all the while watching and waiting for the right moment to strike. For there are even worse things in this world than vampires, and the Ventrue know they are they only hope. $20.00

Demon Hunter X For World of Darkness. Describes those rare mortals of the Far East who pit themselves against the Middle Kingdom's monstrous denizens. From the millennia-old tradition of the Shih to the top-secret, high-tech Strike Force Zero. $27.00

Diablerie A combination of the two out of print titles Awakening and Bloody Hearts. Finally, characters have the chance to taste the blood of the Methuselahs, and gain immeasurable power! But at what price? There are worse things than Final Death. $22.00

Dirty Secrets of the Black Hand Synonymous with terror and destruction, for centuries the Black Hand has struck fear in the hearts of the Camarilla's vampires. What would the members of that sect give to know the role the Black Hand has played in their own history. $29.95

Ghouls: Fatal Addiction By day they walk among mortals as invincibles; by night they crawl among Kindred as fodder and slaves. They are ghouls, suspended between the lure of eternity and gates of damnation. $27.00

Kindred of the East A hardback sourcebook with 222 pages. For centuries the exotic realm of Asia has defied the Kindred's incursions. Those few Children of Caine dwelling in Asia whisper of the monstrous Cathayans, the shadowy vampires native to the East. For too long the Cathayans have lain sleeping like dragons, allowing the kindred a facade of omnipotence. But now the new age is at hand. This sourcebook details these eastern deadly vampires, new character creation rules, new powers, the Eastern spirit world, and cultural information. $47.50

Kindred: The Embraced This contains Volumes I, II, and III of the American TV series, all 377 minutes worth. Note that you must have a video player than can play NTSC. Draws you into a mysterious realm of Mafia wars, forbidden liaisons and inhuman human. Adults only. $80.00

Laws of Elysium Now you can live roleplay vampire elders. From tips on roleplaying them to new powers belonging only to these ancients, whom control the true power. $28.50

Laws of the Hunt For Mind's Eye Theatre. Provides what you need to hunt down everything from vampires to risen, changelings to Glass Walkers. You might even live to learn about it. With rules for character creation, updated and revised Numina. *Due Oct.* $30.00

Laws of the Night For Mind's Eye Theatre. Clans, bloodlines, disciplines, character creation, derangements, influences, merits, flaws, paths, archetypes, abilities, FAQs: everything you need to be a vampire. $20.00

Liber des Goules The Book of Ghouls For Mind's Eye Theatre. Better than humans, better than vampires. Take the best of both worlds. If you're a ghoul, you get all the perks of being a vampire. - incredible powers, a look at what's really going on and best of all, immortality - without giving up going to the beach to get a tan. $20.00

Maximum Black A stunning product, this is Timothy Bradstreet's artbook. Collects together his illustrations from his early days on Vampire: the Masquerade to his most recent works. 128 pages. $47.50

Montreal By Night For 18 years and over only. Welcome to Montreal, unhallowed shrine of our most glorious Sabbat. We're so glad you came. Walk our catacombs in search of blasphemous knowledge. Enjoy all manner of titillating diversions with our deliciously putrescent "Toy." And forget that language barrier nonsense; we'd be delighted to hear you scream for mercy in English or French. $28.50

Mummy 2nd Ed From the ancient sands of Egypt they return again and again, fighting an eons-old war. Discover the blessing and curse of Rebirth and aid the undying mummies in their eternal struggle against the children of Caine. $29.95

Player's Guide 2nd Ed Features new clans, archetypes, skills, abilities, & equipment, plus character Flaws, Merits, & weaknesses. Details the powerful Elders, with Disciplines far surpassing those of the younger Kindred. Leading designers also offer new techniques for better roleplaying in Vampire. (Stock code # 2206) $39.95

Player's Guide to the Sabbat History, secrets, myths, rules for creating Sabbat characters, new clans, bloodlines, rituals, etc. (Stock code # 2055) $25.50

Revelations of the Dark Mother Presented in the same format as *Book of Nod*. Even the Book of Nod speaks of her but little – she is Lilith, the Dark Queen, the Harlot of the Damned. It was she who taught caine his shadowed gifts, and it is she who will rise to herald the Final Nights, the great Gehenna, or so it is said. *Due November.* $21.00

Storyteller's Handbook 2nd Ed Includes chapters on perfecting the Storytelling art, how to handle settings, Chronicles set in the past & future, new Bloodlines, foes & additional rules for magic, flight, etc. (Code # 2222) $32.50

Storytellers Handbook to the Sabbat Guide to running stories involving this sect, five stories involving sabbat characters, two new bloodlines, a look at the infernal powers corrupting the sect, etc. (Stock code # 2225) $27.00

Storyteller's Screen + 16 page story-adventure. $18.95

The Inquisition While young vampires may scoff at the mortals who hunt them down, their elders remember a time when robed monks rode from haven to haven, using the twin weapons of fire and faith to destroy the undead. But the Inquisition did not die in those dark ages, its soldiers still roam the Earth, and the damned fear them more than any others. $24.00

The Kindreds Most Wanted Thirteen of the most feared creatures in the World of Darkness, the history of the Red List, the Anathema, and those who hunt them, and a beginning story. $25.50

The Giovanni Chronicles II: Blood & Fire Continues the story two centuries later, in Rome. The Giovanni clan, its members foul necromancers all, seek nothing less than apotheosis. Only the characters have a chance to thwart their schemes and horrible plans. $31.00

The Giovanni Chronicles III: The Sun Has Set It is the 19th Century, and Britannia raises her flag across the world. The murder of Cappadocius is rapidly becoming ancient history. But in the shadows, the Giovanni still plot and scheme to achieve apotheosis. Can your characters, now mighty elders, stop the necromancers? $31.00

The Masquerade 2nd Ed Completely revised, a spin off from Vampire, there is no table or dice involved in this complete live role-playing game. Now in book form. There are rules for creating and playing a vampire in a live setting, intricacies of Kindred society and social structures, & tons of ideas for storytelling. $29.95

The Masquerade Book of Props This book is a comprehensive how to for designing everything from sets to costumes to believable characters. The book combines the best of Live-Action and stage theatre, enabling you to bring the World of Darkness alive as its never been before. $25.50

The Masquerade: The Elder's Revenge "The Prince: America in Three Acts." One of the years most eagerly anticipated theatrical openings is cancelled suddenly, with all things going wrong. But then the playwright is ready to reveal the secrets in his play to a new stage. Vampires from across the country come to judge his work. $18.50

The World of Darkness: Gypsies The supernatural creatures of the World of Darkness tend to think of humans as little more than animals, ignorant of what really goes on in the shadows around them. The Gypsies think this of the supernaturals. The Gypsies have seen things which would turn a werewolf's fur white & make a vampire's fangs fall out. $27.00

The World of Darkness: Hong Kong Hong Kong, exotic, vibrant, and deadly. The mortal power structure isn't the only thing changed about this city. Under the cover of Chinese occupation, a myriad of supernatural powers via for dominance. Never before seen mix of all character types from vampires to wraiths. $32.50

Vampire Storytellers Companion Collects new rules, abilities, and bloodlines to aid Storytellers in their task of world building. New info on the less numerous Kindred such as the Salubri, Samedi and Daughters of Cacohany, as well as an expanded weapons list and frightening Disciplines only whispered of by the Kindred of Camarilla and Sabbat. *Due Dec '98.* $28.50

War of Ages Includes the Anarch Cookbook and Elysium, where vampire elders dwell in ancient lairs and spin webs for mortal and immortal victims alike. This has rules for creating elder characters, creatures of true power. For mature readers only. $29.50

VAMPIRE NOVELS

3. On A Darkling Plane When an unknown enemy assails his people, Sinclair rouses himself to command the defence, only to discover that he and his clan are pawns in a contest that has been waged since the dawn of civilisation. $10.00

4. A Dozen Black Roses Deadtown is both a battleground and buffet table between two gluttonous vampires. But into this carnage walks Sonja Blue, a vampire hunter with a deadly secret, intent on destroying these fiends and cleansing the city. Hardcover novel. $30.00

5. The Essential World of Darkness Contains five novels, including Vampire Diary, The Embrace; Shaman Moon, Lightning Under Glass, Except You go Through Shadow, etc. $25.00

6. Dark Destiny A hardback novel with 22 short stories. Experience a Gothic-punk world where vampires, werewolves, and mages stalk among humanity - through their existence remains shrouded from their mortal herds. 398 pages. $31.95

7. Dark Destiny III: Children of Dracula A hardback novel with a collection of short stories ranging from Dracula, his offspring to the power of the Camarilla and the Sabbat, and the fear brought on by the Antediluvians. $13.00

The Masquerade of the Red Death Trilogy

1. Blood War For ten thousand years a race of immortal vampires has waged a secret war to control mankind. But now a new player has entered the game - known as the Red Death. He controls forces that make the kindred tremble. $10.00

2. Unholy Allies Only two people can stop the Red Death, Dire McCann and Alicia Varney. Racing against time they desperately need to find the one historian who knows the vampire's true identity. $10.00

3. The Unbeholden Despite McCann's and Varney's efforts, ancient monsters stalk the earth, as the Red Death prepares to seize control of the two most powerful organisations that rule the world of darkness. But to win, the Red Death must destroy McCann, who is the most dangerous man in the world. $11.00

Trilogy of the Blood Curse

1. The Devil's Advocate Savage madness seizes vampires worldwide. Relentless hunger gnaws, no matter how many drained, withered mortals litter the street... $11.00

2. The Winnowing As countless vampires perish in torment, the survivors jockey ruthlessly for any advantage. Disturbing visions haunt Owain night and day. Is he touched by the Curse, or something far more sinister. $11.00

3. Dark Prophecy Ancient forces beneath the Earth arise, awakened by the Blood Curse. Kindred and kin alike prepare to destroy each other in a bloodbath at the end of time, unless Owain can stop it. *Due Oct.* $11.00

Vampire: the Dark Ages

VAMPIRE: THE DARK AGES RPG Prequel to *Vampire: The Masquerade*, by White Wolf. A complete RPG set at the close of the 12th Century in medieval Europe - the darker, nastier Europe that existed in the past of the World of Darkness. This is a grand but terrifying age to be a vampire. On one hand it is a time of superstition, of blind obedience & casual brutality. Life is cheap and for the taking, and few gainsay the right of the strong to subdue or destroy the weak. But it is also a time for terror for the Cainites. There are few places to hide from the sun & the torch, and the roads are made perilous by brigands and ravening Lupines. It is an age of faith as well, and the lowliest peasant might hold in her heart the power to thwart even the mightiest vampire lord. From the Nile Delta to the Iberian Peninsula, from England to France, from Moslem Jerusalem to the Teutonic barbarisms of the Schwarzwald, it is an age of darkness lit by the flickering of torches. $47.50

Book of Storytellers Secrets Explore the weird and wondrous nights of Dark Medieval Europe. Wander the lonely nocturnal roads in service to the vampire princes - or become one yourself. Track a unicorn for its blood, or delve into the intrigues of the Italian merchant cities. Battle Assamite killers in the Holy Land. $27.00

Clanbook: Baali There are greater powers in the world than mere vampires. These powers have secret names, names of power. The Baali know those names. These powers have hidden themselves in shadow and blood, lest they be awakened too soon. The Baali know where they sleep. Also the terrible cost of Daimoninon powers. Adults only. $22.50

Clanbook: Cappadocian At long last, the secrets of the Cappadocians are revealed. Ultimately, they were wiped out by the Giovanni and are virtually unknown to the modern world. What's the truth of the Clan of Death, known only to the inhabitants of the Dark Medieval world? $22.00

Clanbook: Libellus Sanguinis Vol 2 A 3-in-1 clanbook. The Tremere have seized immortality for themselves, and are despised and hunted. The Toreador dance to the music of prestige and slander. The Brujah want to shatter the Long Night. Due October. $20.00

Clash of Wills The Earl of Galtre lies on his deathbed and his lands hang in the balance. Fearing for his soul, he wills his land to the Church in exchange for absolution - or does he? Suddenly his son produces a will that makes his sole heir, and soon the player characters are involved in a dark journey of mystery. $13.50

Constantinople By Night Come to domed Constantinople, would-be heaven on Earth and wonder of the Dark Medieval world. Walk its torch lit streets and lavish bazaars. Indulge in the decadent pleasures of a thousand realms. Be on your guard, though, from dangers from Caine's children, and an impending invasion. $25.50

Libellius Sanguinis Masters of the State. Includes vital information on the three clans of nobility, the Lasombra, Tzimisce and Venture; expanded discipline powers, new abilities and details on clan activities in medieval Europe, hints of secrets. $25.50

Liege, Lord and Lackey The guide to introducing the members of a vampire's retinue into a chronicle. Info on mortals and ghouls, whom vampires need to survive in the Dark Medieval world, and rules for non-Cainite characters - you can play Vampire without being a vampire! $25.50

The Long Night The Mind's Eye Theatre rules for Vampire: The Dark Ages. Includes everything needed to play in a chronicle set in the Dark Medieval world. $20.00

Three Pillars Lords and ladies, abbots and nuns, serfs and guildsmen - the foundation of Dark Medieval society rests upon feudal obligation. How do Cainites reconcile this temporal hierachy with their own society of the Long Night? $32.00

Transylvania By Night A sourcebook depicting the classic vampire country of Eastern Europe as it was during the Middle Ages. The denizens have known the tread of the Hun, the Roman, the Magyar, yet they stand defiant. A dangerous place. $30.00

Transylvania Chronicles I: Dark Tides Rising To whom should a coterie lend its support: the monstrous Tzimisce, the murderous Tremere or the expansionist Ventrue? Or should the Cainites stake their own claim in Transylvania? $25.50

Transylvania Chronicles 2: Son of the Dragon The players' characters are now centuries old, scarred veterans of the great Jyhad, with their own estates and connections in the fledgling Camarilla, Sabbat, or both. Yet not even their great power may be enough to stand against the Impaler, Dracula. $27.00

Vampire: the Dark Ages Companion Come and learn the secrets of an ancient race that comes alive after the last rays of the sun have fled the sky and that hides in the darkness or at the foot of the children's beds. This compendium provides a plethora of new material for players and storytellers. New bloodlines so bizarre they failed to survive the inquisition's fires, details on Moors, Mongols, etc. $34.00

Vampire: Dark Ages Dice Ten D10 dice with bag. $14.00

Vampire: Dark Ages Storytellers Screen Four panel screen plus book of character record sheets. $18.95

VAMPIRE: DARK AGES NOVELS

1. Dark Tyrants Walk through the benighted lands of medieval Europe through this anthology of stories. Journey with vampires as they play their deadly, incestuous games of politics, war and blood. $21.00

The Grails Covenant Trilogy

1. To Sift Through Bitter Ashes Obsessed with acquiring the Holy Grail for the Lasombra clan, the vampire Montrovant sets out on a quest that pits him against the Knights Templar & the lair of an ancient Egyptian evil. $11.00

2. To Speak in Lifeless Tongues Montrovant hears that the Knights Templar are about to fall, so he sets off to the rescue, and on the way becomes embroiled with Santos, Kli Kodesh, an ancient Nosferatu, etc. $11.00

3. To Dream of Dreamers Lost After centuries of plotting and scheming, Montrovant draws close to finding the Grail. But an undead vampire hunter seeks him, as well as an enemy vampire who somehow escaped destruction at this hands. $11.00

Warhammer Fantasy

WARHAMMER FANTASY ROLE PLAY This is an exact reprint of Games Workshop's Third Edition. It allows you to roleplay in Games Workshop's popular fantasy world, where on the surface it is a civilised and cultured place, where only the occasional conspiracy, assassination, revolution or invasion by orcs, goblins, beastmen or mutants disrupts the feudal order. Yet a shadow hangs over the world, cast by the corrupting hand of Chaos. 366 pages with lots of art, 130 character skills, 100 character careers, fast moving combat system, 150 spells in seven types of magic, etc. $57.00

Apocrypha Now Material collated from old WFR supplements and White Dwarf magazines. Includes optional rules, new magical gear, new scenarios and campaign ideas, new career types including Elven Wardancer, how to convert characters between WFR and WFBattles. 128 pages. $32.50

Dying of the Light All new material. Marienburg, city of commerce, learning, superstition. The adventurers are sent there seeking a rare book, and uncover a sinister web of intrigue, missing scholars, and strange powers. Rumours of ancient demons are followed by panic and rioting, and the city is in danger of being destroyed completely. $32.50

Doomstones Vol I: Fire & Blood A chance discovery in the mountains puts the adventures on the trail of the legendary Orcish war-force, the Bloodaxe Alliance. They must retrace their last journey to find the powerful artefact, the Crystals of Power. Mystery & adventure! $42.00

Doomstones Vol II: Wars & Death Reprints Death Rock and Dwarf Wars, plus new material. Can be played as a sequel to Fire & Blood, or as a stand alone adventure. The player characters must follow a line of clues to track down four crystals with a terrible, dark secret, that have been cleverly hidden in a dwarven mountain. Mixes investigation, exploration and combat. $42.00

GM's Screen & Reference Pack Four panel GM Screen and two 16 page booklets, one being a revised critical hits system, which will not be reprinted anywhere else; the other is a full index for the rulebook, a calendar for the game world, etc. $28.50

The Enemy Within Campaign

Shadows Over Bogenhafen The enemies within the Empire. This book is a compilation of two old titles, The Enemy Withing and Shadows Over Bogenhafen. Includes an adventure in which you hunt for Chaos infestations within the Empire, and heaps of background info, history, politics, etc. $27.00

Death on the Reik Can be played as a stand alone adventure or as part of the Enemy Within Campaign. A seemingly simple man-hunt turns out to be far more complex and dangerous, and adventurers will be pitted against mutants, Skaven and desperate cultists, and eventually Chaos. $32.50

Middenheim City of Chaos A detailed guide to the greatest of the Empire's three City-States, the home of the Cult of Ulric, the God of War, Wolves and Winter. Has a full color map, history, campaign ideas, detailed locations, NPCs, religion, etc. $32.50

Power Behind the Throne Expanded and with a brand new adventure. Refugees fleeing town, ridiculous taxes, priests of Ulric & Sigmar fighting in the streets, rumors of beasts in the sewers. Something is very wrong in the city of Middenheim! With maps, handouts, 22 major NPCs. Can you outwit the forces

of Chaos? $32.50

Wasteworld

WASTEWORLD RPG In the dark future of a dying earth five warrior civilisations prepare for the final conflict. The enigmatic Machine Gods of Prometheus grant their followers the gift of bionics. The ever-reincarnating samurai defend their Shogun with swords of light. The Lords of Hyrda sculpt their followers into super human soldiers, using the terrifying power of biotechnology. The decadent nobles of Ikarus descend from their flying city in razor-winged battlesuits to prey on the lands below. The exiled aliens of Janus defend the world's last starport. 288 pages. $42.50

Forceshield Your typical card GM screen plus a campaign pack which includes complete details of the nasty little town of Toxic Springs, a series of adventures, optional combat rules, etc. $20.00

Hydra The genclans reshape entire nations using the sinister secrets of biotechnology. They grant their followers superhuman powers. Complete details of 12 genclans, complete section on biotechnology. The deadly Swarm and its warrior castes. $34.00

The Shogunate The mightiest of the megacities. It is also on the verge of anarchy. Six brutal overlords prepare to lead their clans into civil war. The prize is the title of Shogun. Thousands of immortal samurai and deadly ninja prepare to battle using super weapons of great power. $25.50

Werewolf: the Apocalypse

WEREWOLF: The Apocalypse 2nd Edition Second in White Wolf's gothic-punk series. Here the players are werewolves, lupine outcasts who fight to defend their wilderness territory from the forces of the wyrm. Completely revised for the best clarity, with improved combat rules fully useable with previous Storyteller games, and including expanded rules for spirit combat. Provides a deeper look into the Umbra and its many levels, including glimpses of Wraiths. There are also more details on Garou culture, including new rituals and the pictogramic saga of the Garou, from their ancient beginnings to modern times. This is a hardback book. $47.50

Axis Mundi: Book of Spirits Axis Mundi, the World Tree. The spiritual centre of the world. The Garou know it well, for they must place themselves at the Tree, the centre of creation, to work their rituals. And in the branches and among the roots, the spirits await, to assist or punish. $30.00

Bastet A Changing Breed book. Now the secrets of the elusive werecats are revealed. This players guide presents expanded rules for running the Bastet as player characters. it also tells their history as they remember it. The Bastet aren't simply man-sized kittens with an attitude problem. They're supernatural creatures with a passion for riddles and a nose for trouble. $30.00

Book of the Wyrm 2nd Ed Now you can meet the embodiment of the Wyrm itself, its mortal, and not-so-mortal servitors. Has updated information on fomori, Banes, Pentex, and Wyrm controlled cults. *Due October.* $34.00

Chronicle of the Black Labyrinth A compilation of Wyrm lore, collected from eye witnesses throughout the ages, and presented in the same format as the Book of Nod. Terrifying Wyrm secrets are revealed here. $19.00

Combat When diplomacy fails...not all conflicts are resolved with politics and manipulation. Survival is a tricky business, and the average denizen of the World of Darkness needs to know a thing or two about fighting. Details on dozens of martial art styles, melee weapons, supernatural powers, firearms, etc. Can be used with an World of Darkness RPG, not just Werewolf. $27.00

Corax Tribebook If you want the dirt, they have it. If you want to know a nasty little secret about your enemy, ask the Corax. This Changing Breed book details the society of wereravens. $25.50

Freak Legion Pentex wants to speed up the process of human evolution. If nature won't do it quickly enough, Pentex will do it instead. Thus, the fomori: sick, corrupt combinations of Banes and humans, superpowered freaks unfit for human society, blessed with deadly powers yet cursed with diseases. $25.50

Gurahl Tribebook Waking from centuries of slumber, the Gurahl – the werebears – rise again. Some aid the Garou from the shadows. Others exact vengeance on werewolves for ancient slights. *Due Dec'98.* $34.00

Hengeyokai: Shapeshifters of the East The werecreatures of Asia, their sorcery and tactics, and blood enemies. Info on the spirit world of the east, also the Middle Kingdom and the Beast courts. The weretigers watch the sun descend: the goblin spiders crawl in the shadows; the foxes whistle to one another, and the dragons below the mountains awake. $38.00

Kinfolk: Unsung Heroes Now players can explore what it is to be Kinfolk, the long-suffering mortal relatives of the Garou. Explore the drama of being a human fighting a werewolf's fight. Also has guidelines for creating kinfolk vampires, wraiths, mages, etc. $25.50

Laws of the Wild Why should dead people get all the attention when it comes to live action? The Garou have a little problem with that notion. This is second edition live roleplay Werewolf. Leave your pencils and dice behind because its time to get Wild with the last, best hope this planet has: the Garou. 248 pages. $27.00

Litany of the Tribes Vol 1 A compilation of three Tribe books: Black Furies, Bone Gnawers (A bunch of down and outers, this tribe lives on the street in downtown, but stand up for the hobbos and desolates who live on the streets), & Children of Gaia (who believe the Wyrm cannot be defeated with its own vices), and new material: secret info about these three tribes in the modern and wildwest worlds. $34.00

Litany of the Tribes Vol 2 Combines several out of print books, Fianna, Get of Fenris, and Glass Walkers Tribebook. For Werewolf and Werewolf Wild West. The Garou have a common enemy, the Wyrm, and dissension has made it strong. Now werewolves must unite or they will all be destroyed, along with our world. $37.00

Litany of the Tribes Vol 3 Combines several out of print books, the Red Talons, Shadow Lords and Silent Striders tribebooks, also with Werewolf: the Wild West. $38.00

Midnight Circus A World of Darkness sourcebook. Come and visit Anastagio's carnival and circus, full of all kinds of freaks. Admission is a pittance, and the rides only cost a trifle, at first... $25.50

Nuwisha Another Changing Breed book. Spotlights the wereocyotes, the tricksters par excellence of the World of Darkness. Learn their ancient tales, and the secrets they know about the approaching apocalypse. $20.00

Outcasts: Players Guide to Pariahs Clanbook, Tribebook, Tradition Book all in one. The Camarilla, the Garou Nation and the Council of Nine Traditions all have their own scapegoats, the little guys who are always getting kicked around: the Vampire Caitiffs, the Garou Ronin, and Hollow Ones. $25.50

Project Twilight The US Government is not wholly oblivious to the supernatural threats that hide in the World of Darkness. Indeed, a handful of intrepid agents track down and hunt these vampires & werewolves. But as these men and women begin to discover the secrets of their elusive prey, an inevitable question arises: just who are the agents really working for? $21.50

Rage Across Appalachia Deep in the backwoods of the southern Appalachian mountain range, the Garou hold out against the imminent destruction of their homes. Industry invades the mountains with roads and asphalt. But the Garou have teamed up with the native fae and together they resist and fight. $30.00

Rage Across the World Now you can fight the war of the apocalypse from its earliest days. This book compiles two classics, Caems: Places of Power, and Rage Across Russia. $34.00

Rage Across the World Vol 2 The War of the Apocalypse rages across the globe as the Wyrm seeks to destroy Gaia. This book includes Rage Across Australia and Dark Alliance: Vancouver. $34.00

Red Talons Tribebook We are wild - unquenchably wild. Red Talons are different than all the Garou. We are not a balance between wolf and human. We are creatures only - born of wolves. We are unafraid to be animals. But the Red Talons are dying. We are so few now. $17.00

Shadow Lords Tribebook A backstabbing and stormy tribe from Eastern Europe. They believe they are the only true werewolves fit for survival. The book is filled with truths that the other tribes regard as lies. $17.00

Silent Striders Tribebook How can the other Garou ever understand? They take pride in their territories, defending them against all comers as if their own brothers and sisters were enemies. Only we, the exiles, dare to gather the secrets in the far corners of the world. In only they realised that the whole world stretches before them. $17.00

Silver Fangs Tribebook They are the heroes of Garou legend: the kings, the tsars, the champions. Once noble, they have now fallen into madness and arrogance, but with the coming of a new king, they have hope. $17.00

Stargazers Tribebook For millennia, they have pursued the Truth. Now they are in the final stages of their tribal journey, and the Answer may be within reach. $17.00

Uktena Tribebook The secretive Uktena have long been the keepers of the Garou's greatest mystic lore, but the knowledge they've earned demands a dark price. $18.00

Warriors of the Apocalypse Includes Werewolf statistics for nearly all of the Garou found in the Rage cardgame, including backgrounds and personalities; information on the Wyrmspawn too, from fomori to Banes; and stats for famous Werewolf characters such as Lord Albrecht. $25.50

Wendigo Tribebook The last of 13 tribebooks, now you can learn about the purest of the Pure Ones. Learn the special battle techniques of these fierce warriors. Due August. $18.00

Werewolf Chronicles Volume 1 Preserves the earlier, now out of print Werewolf sourcebooks, Rite of Passage and Valkenburg Foundation. $25.50

Werewolf Chronicles Volume 2 Gets back to the roots of Werewolf with two out of print classics, Ways of the Wolf and Monkeywrench! Pentex - a book on the lupus Garou and the wordly embodiment of their enemy, the Wyrm's Pentex. $25.50

Werewolf Dice Includes 9 high-quality 10 sided dice, one Moon dice, and a dice tube. $13.00

Werewolf GM Screen 2nd Edition The GM foldout screen & pad of tables, with adventures to help storytellers get started. $17.00

Werewolf Players Guide 2nd Ed Packed with information on the Garou, their packs, moots, caems, duels, new options for character creation. Also detailed are the other shapeshifters from the merciless weresharks to the sagacious wereeats. Hardcover. $45.00

Werewolf Storytellers Handbook With advise, tips and essays on Storytelling, from creating chronicle to telling mythic stories. Details on garou culture, from the inner strife tearing apart the Garou nation to the seasonal rites of the thirteen tribes. With new antagonists and allies of the Garou, from urban horrors to native American monsters. $30.00

Who's Who Among Werewolves: Garou Saga A 112 page book full of black and white art and poetry belonging to the tradition of epic poetry, which tells about the deeds of warriors or heroes. $19.00

WEREWOLF NOVELS

1. Call to Battle
This is a RAGE card game novel. Jay Caldwell is trapped at a military school, estranged from his step-father, brutalised by his sadistic headmaster. Then he learns he is a werewolf, being secretly experimented with by a technomantic mage... $8.00

Werewolf: the Wild West

WEREWOLF: THE WILD WEST RPG Like Vampire spawned a historical version, Vampire Dark Ages, now Werewolf has gone back to its past. A hundred years ago there was a different Apocalypse. In the Old West, native Americans struggled to hold onto their traditional lands while invading foreigners thrust their way west. The pure chaos of the Wyld was impaled on the silver spike of the Weaver, and the spirit world was wracked by storms unlike any other. Garou fought Garou and death rode the swiftest horse of all. This is a complete RPG, containing everything you need to play the Garou of the Old West, whether Pure One or newcomer, human-born or wolf-born. Learn the secrets of the Bane-things that scuttle far below the ground, and dodge those hunters who know that your kind exists. This is a hardcover book. $46.00

Ghost Towns Ghosts don't inhabit only desolate and deserted towns in the Savage West, they're everywhere! And tension builds between the ghosts and the garou, and things get ugly very quickly. How to create haunted locales, plus five complete ghost towns. $25.50

Werewolf: The Wild West Companion Everything you need to know about the sights, fights and haunted nights. How folks really live on the frontier, tribal lands, and big cities. The Storm Umbra, sweet-talking spirits, strange critters. The lowdown on playing Bunyip, the long-lost Infeliz Garou and even Abominations. $33.00

Werewolf: The Wild West Storyteller Screen Durable screen plus secret Storyteller-only stuff printed here so as to stay out of players hands, extra gifts, fetishes, etc. $25.50

Wair-Rae

WAIR-RAE This is not a complete RPG. It is a sourcebook for using with other RPG systems. This is the first Unae sourcebook and tells the story of the elves of Wair-Rae who are driven by the ambition of mad High King Caemarou to achieve the prophesy of the Ansilsae, a ten-thousand year old divine promise that the elves will inherit this world and ascend to paradise - over the dead bodies of millions of all the other races. Reveals the secrets of these elves, their history, their dominions, their faith, magic & future. $15.00

Whispering Vault

THE WHISPERING VAULT RPG A complete roleplaying game where beyond the realm of flesh is an unseen realm of essence where the dreaming spirits dwell. Slipping across the Rift between the Realms the unbidden indulge in their bloody passions in the world of men. You play a Stalker, supernatural entities with strange powers who pursue otherworldly prey across time and space to the darkest corners of mankind's history. With simple game mechanics. $34.00

The Whispering Vault GM's Screen $13.00

Dangerous Prey Know your enemy. Easier said than done when the foe is an inhuman entity possessed of powers and motivations no mortal could hope to comprehend.. $25.50

The Book of Hunts Contains six complete adventures, and also introduces the Crossroads to the Realm of Essence for the first time, a taste of what's to come in the world of Vault. $25.50

Wraith: the Oblivion

WRAITH: THE OBLIVION RPG 2nd Ed This 292 hardback horror RPG is by White Wolf. Death wasn't the end. Death wasn't the answer. Death was just the beginning. So what do you do? Do you listen to the voice inside your head telling you just to let go? Or do you still fight, still love, still feel the passion that won't let you rest? Oblivion's the easy way out. Life after death is hard. Choose. You have eternity to weight the consequences. This is not a game about death. It is a game about what comes after. $47.50

Artificers Guildbook Spirits in the Material World. "So, kid, you thought you were hot stuff on the nets while you were alive. Ever hack anything from the inside before? Didn't think so. Well, don't worry, back then you were only human. Now you're something else. See you on the inside!" Includes history of the guild, banishment, etc. $20.00

Charnel Houses of Europe: The Shoah During the Second World War there began to appear in the Shadowlands scores upon scores of wraiths, from the outer realms of Poland and Russia - whole families. They breached the Shroud naked, heads shaved, scarred and cut. And there was an abhorrence in the air when they came, a stink of burning. For over 18 year olds only. $25.50

Dark Kingdom of Jade The Underworld of Asia. In the Middle Kingdom, ancestors are still revered and only the foolish scorn the power of the Restless Dead. Yet the Underworld is as sundered by nationalism and conflict as are the troubled Skinlands. $25.50

Dark Kingdom of Jade Adventures Renegades ride a ghost ship across the Sea of Japan, wreaking bloody havoc on Imperial slavers. On the spectre-haunted streets of Hiroshima, a deadly race is run for the ultimate weapon in the wars of the dead. $25.50

Doomslayers: Into the Labyrinth Take a trip into every wraith's worst nightmare. With fiction from noted authors Matthew Costello and Lucy Taylor. This book is the complete guide to the Labyrinth, its denizens and those wraiths brave - or foolish - enough to hunt them. New castes of Spectres such as Hive-Mind. $32.50

Guildbook: Haunters Even among the Restless Dead, there are some who are regarded as just a little...off. They make walls drip blood, time double back on itself, and the living die of fear.. $20.00

Guildbook: Masquers Why are the Masquers feared and misunderstood? Because they can changes their faces in an instant, mold fearsome weapons from the plasm of their bodies, transmogrify other wraiths into tapestries...and yet, they all seem so nice. $20.00

Guildbook: Puppeteers & Pardoners Learn why the masters of possession, the Puppeteers, are intent on sending hordes of Risen across the Shroud. Find out why the Pardoners are hiding in their basement, and why they play by the rules. $30.00

Guildbook: Sandmen The Sandmen exist among dreams and bring them to sleeping minds, and also bring nightmares - which they can deliver upon the vulnerable. The Sandmen can tear a sleeping soul from its body, and the anguish doesn't always end when you wake. $20.00

Guildbook: Spooks & Oracles Spooks like to break things, oracles don't. Spooks like violating the laws of the dead, but the oracles don't. Spooks throw things around the real world, oracles are more refined. So why is everyone scared of oracles, and not scared of spooks? $30.00

Haunts A sourcebook detailing the strongholds of the Restless, with eleven Haunts throughout the Shadowlands, including Hierachy, Heretic, and Renegade Haunts, & rules to create new Haunts. $25.50

Hierarchy The Empire of the Dead...the system, the establishment, the powers that be. Since its inception, the Hierarchy has fostered an image of strength and invulnerability, power, and omniscience. $20.00

Love Beyond Death Better to have loved and lost than never have loved at all. The fiery passion of love denied form knows no bounds, and for those who risk the pain of loss for the chance for a tender caress, love-in-death is endlessly bittersweet pain. $17.00

Mediums A guide to mediums, those who speak with the dead. Includes rules an tips on these mortal characters. $25.50

Midnight Express An unearthly whistle in the distant tunnel signals the arrival of the ghost train known as the Midnight Express. It has been cobbled together from many train wrecks and is the only reliable way of getting through the Tempest to virtually any destination in the Shadowlands. $20.00

Necropolis: Atlanta Full of wraiths who refuse to stop fighting, with 30 of the most influential Restless of the city, background on the history of Atlantis in the Shadowlands, info on the Kindred for Vampire. $25.50

Oblivion For Mind's Eye Theatre. Death used to be the end. Not anymore. Now Oblivion lets you take Mind's Eye Theatre across the shroud into the lands of the Restless Dead. With rules for wraiths, mortals and Risen, rules for interactions with mortals, vampires and garou. $27.00

Renegades Everything the Deathlords don't want you to know about life on the outside, and the tactical secrets they'd kill for. The truth about the mysterious Renegade Council, and the organisation of the major Renegade factions. $32.00

Shadow Players Guide Every wraith has his own personal whisperer in darkness, telling him that it's a very good thing to be bad. They call this voice the Shadow, and every wraith must strive to resist its efforts to drag him down to Oblivion. This Shadow will urge the wraith to untold acts of depravity and evil until he is lost forever in the void. $30.00

The Book of Legions From the soulforged monstrosities of the Machine Corps to the Beggar Lord's terrifying secret, from the Grim Legion's hidden war on the rest of Stygia to the origin of the power of the Unlidded Eye, it's all in here. $30.00

The Face of Death A large foolscap book full of morbid black and white art for the new Wraith game. $21.00

The Quick & the Dead When the prey turns on the hunter...ever since the first dark discovery of its own mortality, humanity has been fascinated by the world of the spirit. There are those who would know more of the afterlife. These mortal pioneers of the spirit come in search of the secrets of life beyond the grave, yet knowledge is not all they seek. $20.00

The Risen Here's what you've been waiting for. A guide to the Walking Dead, those who dare to take their bodies back from the embrace of the coffin. Included are the powers, limitations and history of the Risen, as well as the terrible secret that each revenant carries with her. $20.00

The Sea of Shadow: Storytellers Guide to the Tempest The Sea of Shadow is a lake of cold fire, burning through a wraith's self delusions and setting flame to her Passions. It is a sea of souls, where Spectres tear Passions from unsuspecting wraiths. $20.00

Tokyo: World of Darkness You are shen, one of the Middle Kingdom's night people. You walk the shadows of Japan's greatest city in quest of...what? Blood? Breath? Chi? Who is really in charge of the city? Should they be? Also presents the unending struggle of East versus West, wraith against vampire, kindred against Kuei-jin, and technocracy. *Due Nov '98.* $34.00

Wraith Character Kit Includes a player's screen, character sheet, death certificate, & other insert items. $19.00

Wraith Dice Includes 10 high-quality 10 sided dice, and a dice tube. $13.00

Wraith Players Guide An essential reference for players and storytellers alike. By expanding the realms of the Restless Dead beyond Stygia to the mysterious Dark Kingdoms, the Wraith Players Guide opens up new possibilities for creative role playing. With all new merits, flaws, arcanos, and abilities. $30.00

Wraith Storyteller Screen 2nd Ed GM screen, sample Harrowings and storytelling suggestions, introductory chronicle, and additional info. $20.00

WRAITH NOVELS

1. Caravan of Shadows While alive, Joey Castelo was a fiercely competitive boxer, though with few awards. Death, however, elevates his status in the ring. And being a wraith leads him deeper into the World of Darkness. $10.00

2. Beyond the Shroud Hardcover novel. David Robinson's life has taken several turns for the worse. First his daughter dies, then his marriage crumbles and his career falls apart. Then he is killed in a hit and run accident, and now he faces his most harrowing challenges as a wraith in the Shadowlands. And then he learns someone is out to destroy his wife... $34.95

3. Death & Damnation An anthology of stories about the society and culture of wraiths, beings who continue to exist even beyond the veil of death. 416 pages. $7.95

Dark Kingdoms Trilogy

1. The Ebon Mask Something truly evil is stirring. Something cunning and malign that threatens the living and dead alike. And Montrose is the only being with a prayer of stopping it. $10.00

Zero

ZERO RPG These days it is rare to find a game with an original concept - but at last, this game has one. Eventhough a human, all your life you and your brothers and sisters have lived as part of the Hive. Always, you are in complete harmony with those around you, linked telepathically in a warm fellowship of minds, nutured by the powerful mental presence of Zero, your queen. Then suddenly one day, your contact with the hive consciousness is broken, and you feel alone, an outsider. Your brothers and sisters suddenly ignore you, and then hive cybernetic-soldiers are sent to kill you. Why? What happened to your contented life? Confused, you flee the hive, looking for other outsiders to join. Now you are a "rebel without a clue" so what on Earth will you do? Can you go up against Zero and survive? Can you rejoin the hive? Why were you rejected? Has heaps of stunning full color computer-graphic generated artwork. $42.50

Supernumerary Your Queen has abandoned you, now she wants to kill you, and you don't know why. Now you live in the underground caverns outside the Hive, trying to stay alive. You are alone...or are you? *Due Nov.* $9.50

Negative Potential You've uncovered a terrible secret about your existance, and your former monarch, Queen Zero. *Due Dec.* $9.50

Mysteries Within Outlines the history of the Hive and how it came to be. The Hive is tens of thousands of years old, but is built on the ruins of several other hives used by Zero in the past. Humans and non-humans live in these ruins, and hold many secrets about Zero which you must learn. *Jan '99.* $36.00

Computer Games

Color Code

■ New Item Now Available and in Stock

■ New Item Not Yet Released

Pre World War II

ADVANCED CIVILIZATION — AH

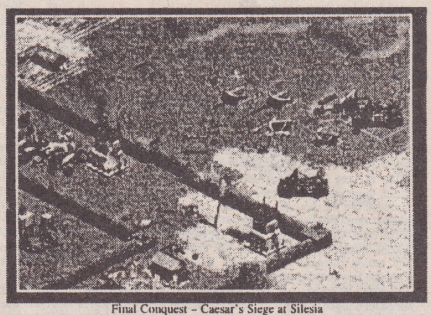
By Avalon Hill, this is the computer version of their famous boardgame. Traces the growth of civilization from 8,000 years ago to the present. Features complete player interaction, with combat totally dependent on player actions, there is no random element; 8 players can play via online; there are three levels of AI, you need to balance your degree of urbanization with the availability of rural population to prevent inflation or stagnation; technology is necessary, but do you spend resources developing new technology, or in building your civilization; and there are of course calamities such as earthquakes, barbarians, and conspiracies of men! *IBM Requires: 486, CD-ROM, 8mbRAM, SVGA. Note new price!* IBM - $60.00

AGE OF EMPIRES — Microsoft

A *Red-Alert* style game with a difference - this one is set in the historical ancient world! Command one of twelve mighty ancient civilizations, such as the Egyptians, Greeks, Persians, Assyrians, Hittites, Japanese or Babylonians. Each civilization has unique attributes based upon its history. Gamers choose from numerous technological paths to help lead their civilizations to greatness. From an economic path of farming and craftmanship to a military route of archery and naval warfare - the technology tree is larger than one player could complete in one game. Can have random maps, has a built in scenario editor, play in real time, you can build infantry, warships, chariots, war elephants, archers, etc. Pass from the Stone Age to the Tool Age, Bronze Age and Iron Age. There are a range of single player and multiplayer missions. Damn good fun! *IBM Requires: 2xpCD-ROM, Pentium 90, hard disk, 16megRAM, SVGA.* $80.00

Final Conquest Over 100 scenarios to choose from, including historical, real-map and new campaigns with unique scenarios. $30.00

Prima's Unauthorised Guide to Age of Empires $30.00



Final Conquest – Caesar's Siege at Silesia

AGE OF EMPIRES II — Microsoft

A *Red-Alert* style game. Has several ways to win, including conquering enemy civilizations, accumulating wealth by exstensive trading and diplomacy, building and defending great wonders of the world. Play one of 13 historical civilizations, including Vikings, Celts, Franks. *IBM Requires: Pen 133, 32mbRAM, Win'95, 4xpCD-ROM, SVGA. Due Jan'99.* IBM - $90.00

AGE OF SAIL 1775-1820 — TalonSoft

Delivers an excellent blend of exciting real time 3D perspective naval combat with the pageantry and grandeur of beautifully rendered Sailing vessels from the Tall Ships era. Take command of the greatest sailing ships in history, including the Victory, Constellation, Guerriere, Bonhomme Richard, Vegeance, Saratoga, etc. With a complete campaign game as Britain, Spain, France or USA. A complete scenario editor lets you create instant naval combat to your specifications. You can play head to head via modem or verses the computer. *IBM Requires: 486/66, 8megRAM, Windows 3.1+, SVGA.* $80.00

AIDE DE CAMP # 2 — HPS

At last! We have been asked hundreds of times to get in this wargame design kit.Any and all hex-based wargames can be entered and played on your personal computer using this wargames assistant program. You create the unit symbols and terrain graphics, including the colors you want, you make and edit the map, you determine how combat and movement operates. With three zoom levels, up to 30,000 hexes per map, saved game options, hex numbering, combat and movement replays so you can play by mail, the game rolls the dice for you, etc. You can edit the game at any time, placing the units where you want them. Note: you must own the boardgame you are recreating, because this game has only simple movement and combat - with special combat or movement results, you will need to consult the boardgame rules and tell this game what to do. Please note: this product is quite complicated to use. *IBM Requires: SVGA, CD-ROM, hard disk, 486+.* $99.00

BATTLEGROUND: ANTIETAM — Talon

September 17, 1862, Sharpsburg, MD. A spectacularly rendered 3-D panoramic battlefield highlights this struggle, the bloodiest single day in American history. Provides many historical and "what if" scenarios detailing the momentous struggle along the banks of Antietam Creek. Lavish attention to detail, gorgeous 3-D graphics *IBM Requires: 486/33, Win 3.1+, Cd-ROM, 8mbRAM, hard disk.* $55.00

BATTLEGROUND: Napoleon in Russia: Borodino — Talon

The sixth *Battleground* title. After a series of indecisive battles and steady retreating in front of the advancing French, the Russian Tsar Alexander's army, poised on the outskirts of Moscow itself, turned and faced Napoleon for one final desperate battle. History comes alive as Marshall Kutuzov's Russian infantry doggedly defends the road to Moscow from onslaught after onslaught of Napoleon's massive Grande Armee! Cossacks abound amidst this momentrous struggle. Can you as the French take the Great Rebouht from the Russians early enough to take advantage of it? *IBM Requires: Win 3.1+, 486+, 2xpCD-ROM, hard disk, 8mbRAM.* $55.00

BATTLEGROUND: BULL RUN — TalonSoft

The seventh *Battleground* game. Includes two complete battles. First Battle of Bull Run in July 21st 1861, which found J.E.Johnston's outnumbered Rebels fighting as a desperate delaying action versus the powerful Union army of Irvin McDowell. And the Second Battle of Bull Run in August 28-30, 1862. *IBM Requires: 486/33+, Win 3.1+, hard disk, 2xpCD-ROM, 8mbRAM.* $55.00

BATTLEGROUND: Prelude to Waterloo — Talon

Battleground 8. Delivers both battles of Ligny and Quatre-Bras in the days preceeding the epic struggle at Waterloo. Can you lead Napoleon's French forces to victory at Ligny and Quatre-Bras effectively splitting the Anglo-Allied Armies to continue the conquest of his empire, or help the British and Prussian armies defeat L'Empeurer and prevent his advance to Waterloo effectively ending his tyranny of Europe. Features several "What if" scenarios. *IBM Requires: Win 3.1+, 486/33+, 8mbRAM, hard disk, SVGA, 2xpCD-ROM.* $55.00

BATTLEGROUND: WATERLOO — Talonsoft

This is the most stunning and magnificent presentation of the Battle of Waterloo I have ever seen. The game features a stunning new 3D approach to the battle, with 3D terrain showing woods, buildings, hills, valleys, streams, and 3D units of cavalry, infantry and artillery, in this case, arrayed in formation (not on movement stands). You can be Napoleon or Welling and Blucher, and you can control all of your army or ask the computer to control any portion of it. You should see the French army in the process of attacking Hougoumont, with skirmishers advancing through woods, defenders behind the walls, artillery being brought up. *IBM Requires: Win 3.1+, 486/33+, CD-ROM, hard disk, 8mbRAM.* $55.00

BUCCANEER — SSI

A 3D adventure game set in the 17th century Caribbean, Buccaneer offers high seas combat and elements of resource management. Choose a "cut to the chase" combat-only option, fight ship-to-ship, or watch as your crew boards enemy vessels to take them over. Immerse yourself in the wide-open world of the buccaneers by choosing the campaign option. To survive you'll have to obtain bigger and better ships, keeping crewshappy and loyal. Complete individual missions, fight and negotiate you way through 21 territories in the Caribbean. Capture enemy ships, plunder ports and towns. Network up to four players. *IBM Requires Pentium 120, 16mbRAM, SVGA, hard disk, 4xpCD-ROM* IBM - $50.00

CAESAR II — IMP

As governor of a province of the Roman Empire you must build cities and rule wisely. Fortify your creations, keep the plebes happy with bathes and entertainment and watch your defenses carefully. Should they fail, you can lead your legions to crush the hostile barbarians. Success will lead to promotion, and your cities will expand to fill your province. Govern well and rise to become Caesar! In the league of Civilization, including city building in the first century AD, more than 20 types of buildings to construct, fight barbarians in simple combat, or link the game with COHORT II, a sophisticated economic model, etc. *IBM Requires 486/66, 8mbRAM, SVGA, Win'95, 2xpCD-ROM* IBM - $30.00

CIVILIZATION — Microprose

This is the classic game of leading your chosen ancient civilization through the corridors of time, from 4000BC to 2100 AD. You develop cities and technology, trying to build a nation that will stand the test of time. You must build armies to defend, and explore the world. *IBM requires: 486/25, CD-ROM, 4megRAM.* $20.00

Civilization Strategies & Secrets Hint Book. $30.00

CIVILIZATION II — MIC

This game of building a civilization and guiding it through 6,000 years of history has just been rewritten as a second edition. Features stunning new 3D graphics for world detail, and 3D cities in full color; there are heaps of new troop types and weapons such as elephants, archers, stealth fighters and bombers, AEGIS cruisers; there are more technologies to develop; diplomacy is expanded and improved; there is a new map editor, full motion video of Wonders of the World; and there are now pre-set scenarios that let you take control of civilizations already developed, such as Ancient Rome, or a nation in WW2. *IBM Requires: 486DX/33+, Windows 3.1+, 8mbRAM, SVGA, CDROM, mouse, hard disk.* MAC - $90.00 IBM - $50.00

Civilization II Official Strategy Guide CIV II hint book. $35.00

Civilization II Advanced Strategies CIV II book $27.00

Civilization II Scenarios 12 brand new scenarios: including after a world wide nuclear apocalypse, alien invasion, the American Civil War, etc. $20.00

Civilization II Fantastic Worlds Magic and imagination rule in 15 new fantasy scenarios. Includes a world of dragons and goblins, a world where you play a dinosaur tribe, a world of Jules Verne, and Mars! *Requires as above.* $22.00

Civilization II Classic Collection Has Civilization II, Civ II Multiplayer, Conflicts in Civilization & Fantastic Worlds $70.00

Civilization II Multiplayer Civilization II, but with multiplayer capabilities. *Requires as above.* $40.00

Civilization II Complete Guide to Scenario Building A huge book plus CD-ROM to help you design & build yoru own scenarios. $27.00

COLONIZATION — MIC

Colonization from Sid Meier, who brought us *Civilization*. A story of discovery, exploration and territorial independence. Play the colonist, conquistador and diplomat facing the challenges and frustrations of building a new independent nation. Choose the European power you want from France, Spain, Holland, or Britain. *IBM requires: hard disk, VGA, mouse, VGA. CD-ROM.* IBM - $25.00

EGYPT 1156 B.C. — CRYO

You are Ramose, an ordinary man in extraordinary circumstances. Your father has been accused of arranging the pillage of the royal tomb. Unless you can show the Pharaoh proof of his innocence, your father will be executed. In this stuning 3D graphic adventure game you will experience ancient Egypt as never before. You are immersed in a spectacular 3D world, alive with over 30 characters. Over 25 hours of gameplay. With three navigational modes: game, exploration and reference. The separate reference section includes illustrated and hyperlinked encyclopedia on Egypt at the time of Ramses III. *IBM Requires: Pen 90, 16mbRAM, 4xCD, Win'95.* IBM - $75.00

FIELDS OF FIRE: War Along the Mohawk — Empire

Take up your musket or grab a tomahawk in this challenging historical game where roleplaying meets real-time strategy. Grow your character through the American conflicts of the 1700s, learning new skills and acquiring wealth and power, while managing real-time battles and looking after your base, your resources, and your friends. 40 characters, heaps of weapons, 30 strategic missions linked by a story, in-game tutorial. *IBM Requires: Pentium 100, 16mbRAM, 2xpCD-ROM, SVGA, hard disk.* IBM - $75.00

FIELDS OF GLORY — MicroProse

An absolutely stunning and addictive game of the Battle of Waterloo in 1815, between Napoleon, Wellington and Blucher. You play with a 3-D angle of the game that lets you see all the troops standing in their colorful formations. Infantry stand in columns or lines, artillery can be both limbered and unlimbered - and the horses and limbers are still shown when unlimbered, cavalry form up in lines, and you can even see the plumes on hats, steel cuirasses on French Cuirassiers, etc. *IBM requires: 386+, hard disk, CD-ROM, VGA, mouse, 4mb RAM.* IBM - $26.00

GETTYSBURG (SID MEIER'S) — Interplay

A beautiful 3D game of the battle of Gettysburg that shows why Sid Meier is perhaps the best strategy computer game designer. The appeal of the game even beats the Battleground series, in my oppinion, with stunning battlefields with rocks, trees and fences. Uses a brilliant and simple drag or click interface to give orders to your units, such as skirmish, maneuvre, travel along road, wheel, advance, battle, etc. The game is real-time, but nothing like *Command & Conquer*. The morale and command system works like a dream. Famous units fight like wildcats, while run of the mill units can shatter like glass when mishandled. To win you'll need to develop historical tactics, executed correctly. Four scenarios plus the campaign. Looks fantastic! IBM *Requires: Win'95, Pentium 90, 16mbRAM, SVGA, 2xpCD-ROM, hard disk.* $90.00

Official Guide to Sid Meier's Gettysburg $30.00

GREAT BATTLES OF ALEXANDER — Inter

GMT's famous boardgame is now a computer game. Take command of the legendary armies of Macedon, Conquer the rebellious Greeks, crush the defiant Persians, capture the crowns of kings and pharaohs to earn the most exalted title of all: Alexander the Great. Or, you can take the role of Darius, Mennon, Clitus, etc. There are ten different battles, which also link as a campaign. *IBM Requires: Win'95, 486//100, 16mbRAM, SVGA card, 2xpCD-ROM, hard disk.* $30.00

GREAT BATTLES OF HANNIBAL — Inter

GMT's famous boardgame system is now a computer game that recreates the wars between Carthage and Rome. Covers all of Hannibal's major campaigns and battles, from Spain to the gates of Rome. There are eleven different battles, which also link as a campaign. Also has a free placement mode, which gives you the ability to modify forces under your control for a "what if" scenario. With 3D, real, detailed units. *IBM Requires: Win'95, Pentium 90, 16mbRAM, SVGA card, 2xpCD-ROM, hard disk.* $30.00

GREAT BATTLES OF CAESAR — InteractiveMagic

GMT's famous boardgame system is now a computer game that recreates the wars of Julius Caesar. As Caesar you can cross the Rubicon and lead your troops to Rome and the supreme power. Or as Pompey, Marius, Sulla, you might just defeat mighty Caesar and rewrite the history books. Covers Caesar's civil war campaign including Caesar against Pompey at Dyrrhachium in 48BC, Marius against the Cimbri in 101 BC, Chaeronea 86 BC, Munda 45BC between Caesar and Pompey, Thapsus 46 BC, the Last Elephant Battle, and others. *IBM Requires: Win'95, Pen 90, 16mbRAM, 2xpCD-ROM, SVGA.* IBM - $30.00

HISTORY OF THE WORLD — AH

Avalon Hill's best selling boardgame of strategy and world conquest now available on computer. It took the Pharaohs a lifetime to build the pyramids. Entire dynasties rose and fell before the Great Wall of China was completed. yet these and other monumental tasks unfold before your eyes against the panoramic background of the rise and fall of the world's greatest civilizations won by men in arms ranging from ancient Sumerian charioteers to the Kaiser's stormtroopers. But the road to empire runs through seven Epochs - each barred by a host of calamities such as plague, civil war, barbarian incursions, earthquakes, floods, and holy wars announced in animated splendor to decide the fate of nations. 1 to 7 human or computer players. *IBM Requires: 486/33, 2xpCD-ROM, 8mbRAM,SVGA.* $70.00

IMPERIALISM — FrogCity

Build a nation - conquer the world! Starting in the early 1800s. Combining elements of resource management, economic trade, exploration, diplomatic maneuvering and military conquest, *Imperialism* challenges you to attempt what few in history have dared - to unify the world under one leader. With a dynamic economic model, use diplomacy, foreign trade partners; cabinet ministers offer advice, sophisticated AI provides and maintains a unique strategic personality for each of the major powers; random maps and various difficulty levels, etc. *IBM Requires: Pentium 75, 16mbRAM, Win'95, SVGA, 4xpCD-ROM.* IBM - $50.00

Imperialism Hint Book The official Strategy Guide $30.00

KINGMAKER — AH

Avalon Hill's famous boardgame is now available as a solitaire computer game, with high quality digitized graphics, digitized speech, icon-based interface, infinite replayability and adjustable difficulty levels. The game is set in England during the War of the Roses in the 1400s. You cast your support for one of the claimants to the throne, and then do all you can to get him on the throne. Includes family trees, tactical battles to fight that have the feel of a miniatures game; a strategic map on which to maneuver your armies and gather taxes, etc. *IBM requires: mouse, VGA, hard disk, CD, MS-DOS 5.0 or higher. Note new price!* IBM - $70.00

LORDS ROYAL COLLECTION — Sierra

Contains three complete games: *Lords of the Realm I, Lords of the Realm II,* and *Lords of the Realm II Siege Pack. IBM Requires 486/66, 8mbRAM, hard disk, CD-ROM, SVGA.* $80.00

MACHIAVELLI — MIC

Machiavelli stunned the world with his brutal analysis of power politics in government and religion. Now you can use those same devious strategies to conquer your rivals in this addictive simulation of 14th Century political life. You'll trade goods with over 40 cities, you'll manipulate political and religious institutions through bribery, slander, and assassination. You'll field mercenary armies capable of crushing your enemy on medieval battlefields. Compete against computer opponents or up to 3 humans via modem. *IBM Requires: 386+, 4mbRAM, SVGA, CDROM, hard disk.* $20.00

Machiavelli Hint Book $25.00

MEDIEVAL — HPS

A tactical game of medieval warfare. Units are 25 men and are rated for morale, which plays a very big part - you can't fight to the last man; fatigue, formation, armor, defense, and weapon type. Formations are columns, squares, line, skirmish and shield wall. Leaders can rally disrupted or routed troops and can enhance units within their command range. Includes a scenario and symbol editor, has close up and overview views of the battlefield, battles include Clontarf, Hastings, Stirling Bridge, Falkirk, Crecy, Robin Hood. 800x600 16 Bit Color. *IBM Requires: Windows '95, 133 Pen, 16mbRAM, 4xpCD-ROM, SVGA.* IBM - $75.00

RED BARON II — Sierra

1916. The world is at war. All eyes fix on the few, brave young men who pilot the new flying machines in the dangerous dawn of aviation. From raging dogfights high above the clouds to deadly strafing runs along the war-torn country side. With user definable difficulty levels, fly single missions or campaigns from 1916 to 1918; over 40 unique aircraft types with 22 different planes that you can fly; a great mission builder, a system that recreates the skills and tactics of historical and non-historical pilots, and no two missions are ever alike. Game play graphics are absolutately stunning. You can even design your own camo schemes. *IBM Requires: Win'95, 4xpCD-ROM, 16mbRAM, Pentium 133, SVGA.* $90.00

SEVEN KINGDOMS — Imagic

A *Red Alert* style game. Enter the world of Seven Kingdoms, a world of intrigue and diplomacy, of trade, conquest and espionage. Take control of any of seven emerging civilizations: Chinese, Persians, Japanese, Greeks, Normans, Vikings or Mayans. Begin with a single modest village under your command, and an entire world to be conquered by force of arms or guile or persuasion, awaits you. *IBM Requires: Win'95, Pentium 90, 16mbRAM, 800x600 SVGA, hard disk.* IBM - $80.00

STRATEGY GAMES OF POWER & GLORY — Sierra

Contains three complete games: *The Rise and Rule of Ancient Empires* where you play a nation such as Egypt, Greece, Persia or China; *Mission Force Cyberstorm,* which is a BattleMecha hexed based wargame; *and Caesar II*, where you are the Governor of a Roman province. *IBM Requires: 486/66+, 8mbRAM, 2xpCD-ROM, SVGA.* $50.00

THE SETTLERS II Gold Edition — BlueByte

A very popular detailed and humorous economic simulation, beginning with a shipwrecked Roman crew who make their way onto a seemingly deserted island. Now food and building materials must be developed; construct gold, coal, iron and granite mines. Cultivate the land, build farms, but watch out for Vikings, Nubians, etc. This Gold Edition includes the game plus the Mission CD, World Atlas, and 130 free maps. *IBM Requires: 486/66, CD, 8mbRAM.* IBM - $80.00

The Pioneers More worlds to conquer, 50 new maps, etc. $10.00

ULTIMATE STRATEGY ARCHIVES — Interplay

Includes the following complete games: Sid Meier's Civilization, Sid Meier's Railroad Tycoon Deluxe, X-COM UFO Defense, Heroes of Might & Magic, Conquest of the New World Deluxe, Jagged Alliance: Deadly Games, MAX and Dark Colony. *IBM Requires: Pen 90, 16mbRAM, SVGA, 4xpCD.* IBM - $70.00

DEFINITIVE WARGAME COLLECTION 2 — SSI etc

This huge four CD set has everything a wargamer could want - a dozen hard to find historical and hypothetical wargame classics, being *Harpoon II with BattleSets 2 & 3, V For Victory Utah Beach, V For Victory Market Garden, Ghengis Khan II, Romance of Three Kingdoms, Operation Europe: Path to Victory, Steel Panthers, Panzer General, Wargame Construction Set II: Tanks, Clash of Steel, High Command* and *Command HQ. IBM Requires: 486/33, CD-ROM, 8megRAM, hard disk, SVGA.* $60.00

WOODEN SHIPS & IRON MEN — AH

This is so stunning it took my breath away. Ship to ship combat features beautiful SVGA wooden sailing ships (over 130 different ships from 1775-1815) sailing in formation with billowing sails, with zoom in and out, and for boarding actions and checking the condition of the ships is a stunning deck view showing cannons and crews in action. There are 18 historical ship to ship and fleet combats, a campaign game, and you can design your own scenarios. You can play solitaire against the computer, hot-seated with a friend on the same computer, or via E-mail. *IBM Requires: 486/66, 8mbRAM, SVGA, hard disk, CD-ROM.* $70.00

World War II

ACES — Sierra

A compilation of six of histories great battle simulators. Includes *Red Baron,* WWI aircombat, *Aces over Europe,* during WWII, *Aces of the Deep,* commanding a sub in WWII, *Aces of the Pacific,* WWII Pacific Theature aircombat, *A-10 Tank Killer,* modern flight simulator, *A-10 Tank Killer II,* more modern flight combat. *IBM Requires: 486/66, 8mbRAM, SVGA, 2xpCD-ROM, hard disk.* $75.00

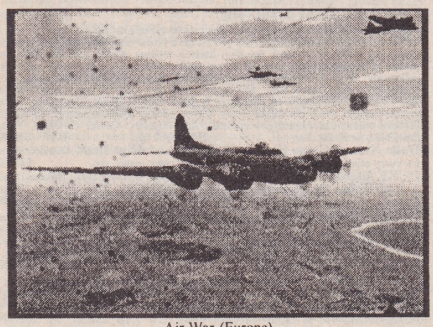
ACHTUNG SPITFIRE — AH

Computerised version of the Avalon Hill boardgame London's Burning. It is September 1940, and British coastal radar reports a Luftwaffe squadron of Heinkel He111s coming from the south heading for London. Another group of German Junkers Ju87 dive bombers is approaching from the east. Which do you intercept? With 25 aircraft types, film footage, dozens of dogfight missions, combat missions, and tours of duty. 5 levels of difficulty. *IBM Requires: Win'95, 486/66, 8mbRAM, hard disk, CD-ROM, SVGA.* $70.00

AIR WAR (EUROPEAN) — Microprose

The most stunning WWII flight sim I have seen. Take to the skies over Europe during the most dangerous days of WWII. Pilot 20 authentic fighter aircraft from America, Britain and Germany. Defend the skies over England from waves of

German bombers, fight off attacking Messerschmitts as you escort B-17s on critical bombing runs, and engage in dogfights over France. With a Quick Start mode for instant dogfighting, single missions, dynamic campaigns, pilot careers. Multiplayer via direct connection, modem or network. Aircraft include P-51s, Spitfires, Hurricanes, Bf-109s, Fw-190s, etc. *IBM requires: Win '95, Pentium 133 with 3Dfx or Pen 166, 32mb RAM, 4spCD, hard disk, Nov.* IBM - $85.00



Air War (Europe)

AIR WARRIOR III — IM

Combines all the exciting missions of *Air Warrior II* with four new Pacific planes, 6 new campaigns over the Pacific Ocean and Europe, and heart-pounding, stomach-churning, accelerator-enabled 3-D graphics. With new detailed landscape and aircraft art, and enhanced artificial intelligence. Over 450 missions. Supports multi-player. *IBM requires: Win '95, Pentium 133, 24mb RAM, SVGA, 2spCD-ROM, hard disk.* IBM - $75.00

ALLIED GENERAL — SSI

The sequel to *Panzer General*, now you become an Allied General. Success depends on your effectiveness as a leader. Play thee campaign games as an American, British or Soviet General against the German army. Or choose from over 35 scenarios that let you play as either the Allied or Axis side. And several what-if scenarios include Churchill's never-realised invasion of Norway, Operation Jupiter. Watch your forces improve with each victory. Use new troop types such as Finnish Ski Troops. Units include anti-aircraft, air-defense, anti-tank, artillery, forts, infantry, recon, tanks, trucks, aircraft, naval. In each class there are a variety of skill levels, experience, and technology. There are many different types of tanks, such as Panthers, Hummel, Wespe, Tiger II, etc. *IBM Requires: 486/66, 8mbRAM, SVGA, CD-ROM, Windows.* Playstation $80.00 IBM - $40.00

ARDENNES OFFENSIVE — SSI/SSG

SSG and SSI have combined to bring us this new game. On December 16th 1944, the Wehrmacht launched a furious surprise attack against American forces in the Ardennes. As overcast skies grounded Allied air cover, 24 German divisions hammered at the Americans along a 60-mile-wide front, driving 45 miles deep into the American lines. With highly detailed SVGA graphics, extensive on screen help and information including a detailed order of battle, a full tutorial scenario and an equipment encyclopedia. Play any of eight scenarios or the complete campaign, features three levels of difficulty, network or modem head-to-head. *IBM Requires: Pentium 90+, Windows'95, CD-ROM, 8mbRAM, hard disk.* IBM - $30.00

ARMY MEN — 3DO

Real Combat. Plastic Men. A post-WWII wargame in which you control those cheap little green plastic toy soldiers. Seriously. Take control as the sergeant in the field, leading your plastic men into the heat of battle in this squad level action strategy game. Over 30 action soaked missions in three different terrains. Drive tanks, jeeps, half tracks, trucks. Use airstrikes, paratroop drops, air recon. Heaps of destructive weapons, and you can even melt enemy plastic soldiers with flamethrowers! Includes little plastic tanks, jeeps, etc. Cute. *IBM Requires: Pen 90, Win'95, 16mbRAM, SVGA, 4spCD-ROM.* IBM - $55.00

CLOSE COMBAT: A Bridge Too Far — Microsoft

Advanced Squad Leader for your computer! A real-time, historically accurate World War II strategy game that puts you in command of either the Allied or Axis forces during the epic Operation Market Garden battle in German controlled Holland. Includes a Battlemaker, which lets you make your own scenarios, adds a new strategic layer to challenge players to out-think their opponents in the war room, true line of sight and line of fire replicates fog of war; limited amounts of ammo, dynamic deployment allows you to retain ground captured or be pushed back and forward across the same battle maps; etc. More than 130 infantry and vehicle troop types. *IBM Requires: Win'95, 16mbRAM, SVGA, 4spCD-ROM, Pentium 90.* IBM - $60.00

COMMANDOS Behind Enemy Lines — Eidos

A real-time tactics game set in WWII that puts you in command of a small squad of elite troopers. Send them behind enemy lines on a series of hazardous missions, and bring them back alive. Study the enemy's movements, develop a careful plan, synchronise your men, and launch them on a swift and fierce attack using all your power and skill. With stunning 3D graphics of German trains, tanks, battleships, aircraft, bridges, etc (more than 350 altogether!) 26 missions, each totally unique. The Germans have over 40 different vehicles and troop types. *IBM Requires: Pen 100, 16mbRAM, 4spCD-ROM, Win'95, SVGA.* IBM - $90.00

CONQUER THE SKIES — MicroProse

Includes four best-selling flight sim games, including Falcon 3.0, Gunship 2000, 1942 The Pacific Air War, and Fleet Defender, where you fly a F-14 Tom Cat. *IBM Requires: 386/66, 4mbRAM, 2spCD-ROM, VGAA, hard disk.* $50.00

EAST FRONT — Talonsoft

Featuring absolutely stunning graphics in this game of the war on the Eastern Front. Clash the Russian T-34s against the German armor at Kursk. Drive in Stalingrad and claim the factories for Germany. It's all there for you to command from 1941 to Berlin in 1945. This fast paced platoon-level game of tactical combat in Russia starts you out as a company commander, with promotions if you do well. You can play either the campaign or individual scenarios. There are 300 different types of platoons and you can design your own scenarios. The game looks and feels like a miniatures game. *IBM Requires: Pentium, 8mbRAM, SVGA, 2spCD-ROM, Win'95.* IBM - $90.00
East Front Official Strategy Guide $22.50

EAST FRONT CAMPAIGN CD 1

Add six new nationalities: Poland, Hungary, Finland, Slovakia, Italy, & Romania. Seven new campaigns, set in Poland, Finland, Romnmania and Russia. Has fifty new battles including Kharkov and the Siege of Odessa. IBM - $65.00

WEST FRONT — Talonsoft

Featuring absolutely stunning graphics in this game of the war on the Western Front. It is all there for you to command on the Western front, from 1940 France to Berlin 1945. Has campaigns plus individual scenarios, a full features scenario editor, new terrain features such as Normandy Bocage, African desert, picturesque Europe. More details later. *IBM Requires: Windows '95, 16mbRAM, 4spCD-ROM, Pentium 90. Due Nov.* IBM - $90.00

FIGHTING STEEL WWII Naval Combat — SSI

World War II naval combat from 1939-42, including the British, German, American and Japanese fleets, all rendered in stunning 3D. With historical scenarios, campaigns, computer generated scenarios, and scenario editor. Control divisions, fleets, or single ships in real-time action. Over 90 ship classes, realistic 3D battle damaged sustained by ships, etc. *IBM Requires: 4spCD-ROM, Pen 133, 32mbRAM, 2mbSVGA, hard disk. Due Nov'98.* IBM - $60.00

OVER THE REICH — Avalon Hill

You command an Allied or German squadron of 16 fighters over WW2 Germany, 1943-45, in this strategy and role playing game. Choose the aircraft, select the pilots and armaments, plot the missions and fight your way to final victory. How long can your squadron survive in the skies? You can fight single battles, plan and fly a mission, or serve a complete tour of duty. With 19 aircraft types, unique pilots, variety of missions. Can be played two player vie e-mail, network, or on the same computer. *IBM Requires 486/66, 8megRAM, CD-ROM, Windows 3.1+.* $70.00

PANTHERS IN THE SHADOWS — HPS

Re-creates World War Two combat on the Western Front from 1939-45, including North Africa and Europe, set on a platoon/section scale. With 1 minute turns, over 1,500 weapons systems and 500 different guns, authentic round penetrations based on muzzle velocity, size, mass, density, target's armor thickness at location hit, and angle of armor. Also all the major round such as AP, APC, APDS, HE, HEAT, APHE, etc. There's no point trying to defeat the "game-system", because the game recreates history faithfully - only real-life tactics will succeed. 5 historical scenarios plus complete scenario editor. *IBM Requires: VGA, hard disk, 3.5"FDD.* $85.00

Panthers in the Shadows Map Builder Add-on Disk $15.00
Panthers in the Shadows Campaign Disk # 1 Into the Cauldron $15.00
Panthers in the Shadows Campaign Disk # 2 SSLAH in Normandy $15.00
Panthers in the Shadows Campaign Disk # 3 Thunderbolt! $15.00
Panthers in the Shadows Campaign Disk # 4 Heia Safari $15.00
Panthers in the Shadows Campaign Disk # 5 Hell on Wheels $15.00
Panthers in the Shadows Campaign Disk # 6 Sea Lion $15.00
Panthers in the Shadows Campaign Disk # 7 France 1940 $15.00

Two other HPS Games are Broken Alliance and Dragons in the Mist $40 each

iPANZER '44 — IM

A tank combat simulator. Command American, Russian or German tanks in the great battles of 1944. Control a single platoon of 3 - 5 tanks or a larger force complete with support vehicles, infantry, artillery, and even air support. Accurately simulates (that is, you can drive them) the three most important tanks of WWII: the M4A6 76mm Sherman, Panther Ausf G, and Russian T-34/85. Includes other tanks, tank destroyers, assault guns, halftracks, jeeps, etc. With eighty combat areas with randomly generated battles for unlimited gaming, four different campaigns, extensive difficulty and realism settings, optionally supports 3D graphics. *IBM Requires: Win'95, Pentium 133, 16mbRAM, 4xCD.* $30.00

PANZER COMMANDER — SSI

An absolutely stunning 3D tank simulator. Lets you test your skill with over 24 driveable tank types from 4 countries! In-tank views include historically accurate driver, main gunner, machine gunner, and cupola views. External views include three-quarter, zoom and elevation views. Your crew follow your commands and improve with each successful mission. Has 3 Germand 3 Russian campaigns, each with over 20 missions. Stand-alone scenarios include 10 each for US, British, German & Russian. Also 12 multiplayer scenarios. Powerful scenario editor lets you adjust over 150 variables. Simulates realistic movement over rough, muddy and frozen terrain, weapons recoil and performance. Tanks you can drive include T-34/85, IS-II, M26, M4 Sherman, Tiger I, Tiger II, Matilda, Cromwell, etc. *IBM Requires: Pen 133, 16mbRAM, 4spCD-ROM, Win'95.* IBM - $50.00

PANZER GENERAL — SSI

As a strategy game, Panzer General will challenge your mind and stimulate your senses. Graphics are stunning SVGA coupled with actual WW2 photos and film footage, along with music and dynamic sound effects. The game starts in 1939 with you as a German general in Poland. If you win, you can advance to the next front, still commanding your newly experienced troops. Continue to lead well and those inexperienced units from Poland could turn into an overwhelming force plowing through Norway, Belgium, France, North Africa, and the Eastern Front. And you can also invade England, and the USA in 1945. As well as this progressive campaign game, there are 35 scenarios which can be played Allied or Axis. *IBM Requires: CD-ROM, 4mb RAM, SVGA, hard disk, mouse, 386DX33+.*
MAC/WIN'95/DOS - $50.00 PlayStation - $80.00
Panzer General Official Strategy Guide 360 page book. $30.00

PANZER GENERAL II — SSI

At last it is here - and being played by several of our staff! More than just a sequel, this game is an entire generation beyond anything yet seen in strategy games. Witness the Living Battlefield, a new standard for strategy game artwork, with photo quality tanks, guns, buildings, mountains, roads, etc. With thirty painstakingly crafted battlefields that are faithful to the real ones in WW2. Game play is fantastic, with the campaign starting in Spain, and going onto the Eastern, African and Western Fronts. Includes 12 multiplayer scenarios, and you can design your own scenarios. Thoroughly recommended. *IBM Requires: Pentium 90+, 16mbRAM, 1mb SVGA, hard disk, 4spCD-ROM.* $50.00
Panzer General II The Official Strategy Guide Hint book. $30.00

SILENT HUNTER Commander's Edition — SSI

The game plus Patrol Disks 1 and 2, plus the new Patrol Disk 3, which has 15 historical scenarios and 2 patrol zones, Aleutian Islands and Java Sea. $60.00

SOLDIERS AT WAR — SSI

World War II tactical combat at its finest! A turn-based, squad level combat with all the heroism & action of a good WWII movie. Lead a squad of 8 men through 18 linked scenarios. Experience D-Day and the assault on Monte Cassino. Execute commando raids and fight fierce house to house battles in blasted cities. An extremely flexible mission editor and 10 extra stand alone scenarios make the action endless. Over 40 unique actions per soldiers lets them walk, kneel, crawl, throw grenades, kick-in doors, climb into disabled tanks, etc. Graphics look wonderful, tanks, planes and subs look like 3D miniatures of the real thing. *IBM requires: Pen 120, 4spCD-ROM, 16mbRAM, 2mbSVGA, Win95.* $50.00

STALINGRAD — AH

Avalon Hill's popular wargame is now converted into a computer game. Set in 1942, after five months of German advances on Stalingrad and the oil fields of the Caucasus, the German army has settled in for a bitter winter on the Russian steppes, with their Rumanian, Italian, and Croatian allies to bolster their flanks. But the Red Army has other plans. Stalin, having pulled reserves from every front and military district in the Soviet Union, is about to hand Hitler his first major defeat. This game, featuring stunning graphics, allows you to play the computer or a human opponent, and you can play Axis or Soviet. *IBM Requires: 8 mb RAM, 386 +, VESA SVGA, hard disk, CD-ROM.* IBM - $70.00 MAC - $90.00

STEEL PANTHERS II Modern Battles — SSI

Here's the modern day version of one of the hotest wargames ever. Lead a single squad or an entire battalion through Europe, Asia and the Middle East from 1950 to 1999. Fight a progressive series of small battles with the same units, while reinforcements replace losses. Re-enact numerous conflicts in Korea, Vietnam and the Middle East. Several explosive "what-ifs" erupt in Korea, Canada, Europe and Russia. Includes Operation Desert Storm, and scenario generator and editor. *IBM Requires: 486/66, SVGA, CD-ROM, 8mbRAM, mouse, hard disk.* $50.00
Steel Panthers II Campaign Disk Command South Korean forces in this hypothetical invasion of South Korea by the North in 1998; an aggressive Germany threatens Europe and battles it out with Britain in Belgian; Germans and French slog it out in the Rhineland; and 30 additional scenarios. $40.00

STEEL PANTHERS III 1939-1999 — SSI

The latest from Gary Grisby and Keith Brors. Steel Panthers III lets players fight larger tactical battles using the same easy-to-use interface featured in their critically acclaimed Steel Panthers I and II. This brilliant tactical wargame includes 6 campaigns and 40 scenarios, as well as a scenario editor that allows you to build your own scenarios, and even link ten of them into a campaign. Players can engage in brigade size battles frome very major historical conflict from 1939 to date, plus hypothetical battles, such as NATO 1998 and Holy War 1999. Includes weapons and units from 20 WWII countries and 40 post WWII countries. *IBM Requires: 486/66, 2spCD-ROM, 16mbRAM, hard disk, SVGA..* $50.00
Steel Panthers III Official Strategy Guide $30.00

STEEL PANTHERS ARSENAL — SSI

Includes Steel Panthers I, Steel Panthers II, Steel Panthers III plus 12 additional campaigns and 140 additional scenarios, spread between all these games! IBM details as for SP III above. $60.00

STORM IN THE WEST — Schwerpunkt

A wargamers' wargame on computer, without any "frilly" stuff! With six scenarios set on the Western Front in WW2, including 1940 France, 1944 France and 1945 Germany, and an editor for those "what if" scenarios you want to create. Features hex based maps, supply restrictions, fog of war, Allied politics, Germany early jet technology, operational level units, zoom in and out on the map, 200 ground and air units, maps of France, Low Countries and Germany, basic and advanced game, optional rules, for one to two players. *IBM Requires: 386, 3.5" 1.44mb FDD, 1mbRAM, SVGA graphics, hard disk.* $60.00
LENINGRAD Version 2.0. A complete game in itself. Covers the 1941 German thrust from the Luga River to Tikhvin, the Russian 1941 winter counter-attack at Tikhvin, the Russian 1942 failed attempt to break the siege, and the overwhelming 1944 attack that forced a German retreat. Also a scenario editor. $40.00
KIEV Version 2.0. A complete game in itself. Covers the Kleist/Guderian 1941 pocket, the 1943 German threat to the Dnieper River under heavy Russian attack, the 1943 Russian breakthrough of the Dnieper River, and the 1943 Manstein class spoiling counterattack. Also a scenario editor. $40.00
CRIMEA Version 2.0. A complete game in itself. Covers the 1941 German attack at the Perekop Isthmus/Ishun Lakes, the breakout into the peninsula, the 1942 Russian winter attack, the spring 1942 German capture of Sevastopol, and the Russian capture of all Crimea in 1944. Also a scenario editor. $40.00
ROSTOV Version 2.0. A complete game in itself. Covers the 1941 German capture of Rostov, the Russian winter offensive, the spring 1942 German offensive, and the Winter 1943 Russian attacks to cut off and destroy Army Group Don after Stalingrad's capture. $40.00
IZYUM A complete game in itself. Covers the Russian 1941 winter offensive to destroy the German 1st Panzer Army, the early spring 1942 Russian attack towards Kharkov that ended in disaster, the spring 1942 German offensive, the winter 1943 Manstein "Backhand Blow" that recaptured Kharkov, and the Russian 1943 fall offensive that drove off the Germans. Also a scenario editor. $40.00

The Operational Art of War Vol 1 1939-1955 — Talonsoft

Norm Koger (designer of Age of Rifles, Red Lightning) has created this wargame of his dreams. This Volume 1 gives you the ability to create any battle of any war that occurred between 1939 and 1955. The game scale can range from companies of men to whole corps. With full blown map, unit and scenario editor. Hundreds of tanks, planes and equipment to choose from. Stunning 16 Bit high color graphics in both 2D and 3D modes. A event/political editor that lets you create trigger events that will cause other historical or what-if situations to occur. You can play against computer or human opponents, and has 15 major preset battles, including Kharkov, France 1940, Invasion of Sicily 1943, D-Day 1944, Patton vs Zhukov 1945, Israel 1948, Korea 1950, NATO vs Warsaw Pack 1955. *IBM Requires: Win'95, Pentium, 4spCD-ROM 16mbRAM, 16bit SVGA.* IBM - $90.00

THIRD REICH — AH

Have you ever wondered how WWII would have developed if the Germans had captured Moscow, or invaded Britain? In this faithful adaption of the boardgame you command the armies, air forces and navies of one of the major powers during WWII. The game includes all air, ground and sea forces of all the historical belligerants plus the forces of Spain and Turkey. Players are free to pursue many strategies - this is the perfect game with which to explore all the "what ifs" of the war in Europe. Can be played two player or solitaire against a strong computer A.I. There are four scenarios, 1939, 1942, 1944, and the entire war, 1939-45. *IBM Requires: 486/66, 8mbRAM, SVGA, hard disk, CD-ROM.* $70.00

TIGERS ON THE PROWL — HPS

Extremely detailed recreation of battalion sized combat on the Eastern Front from 1939-45, including all the belligerents, Germany, SS, Soviet, Luftwaffe, Guards, & Axis. Combat is resolved using detailed calculations based on the US Army Ballistics Research Lab, taking into account armor thickness, round penetration at that range, weight of explosive, air drag, angle of the target, etc. Features hundreds of different tanks, artillery, infantry small arms types, etc. Magnificient. *IBM Requires; VGA, 3.5" FDD, hard disk, 386.* $85.00
Tigers on the Prowl Map Builder Add-on Disk $15.00
Tigers on the Prowl Campaign Disk # 1 Panzers Forward! $15.00
Tigers on the Prowl Campaign Disk # 2 GD on the Steppe $15.00
Tigers on the Prowl Campaign Disk # 3 Peiper in Russia $15.00

V for Victory Commemorative Edition — 360

All four magnificent V for Victory games released on the one CD! These are true boardwargames transfered onto your computer with stunning SVGA graphics. The four games are *Utah Beach*, which thrusts you into the Normandy invasion of June, 7th 1944 in WW2; *Velikiye Luki*, where as a German tank commander on the Russian front you must break a siege; *Market Garden* where as the British commander you must take and hold bridges across three major rivers; and *Gold-Juno-Sword* which takes you back to the Normandy beaches as a Commonwealth or German commander. *IBM Requires: 386, CDROM, VESA SVGA, hard disk, 3mbRAM, mouse.* $24.00

Post World War II

688(I) HUNTER KILLER SUB — EA

Jane's Combat Simulations presents 688(I) Hunter/Killer, the most realistic submarine simulation ever developed for the PC. Master the sonar and weapons control systems, learn to develop real target solutions and outfit your boat with the latest advanced weaponry. Over 12 detailed operating stations. Real-world terrain. Real-life situations. Features multi-player, full 3D technology, and you can manage all of the resources of your submarine, including crewmen training and weapons loadouts. *IBM Requires: Win'95, Pentium 90, hard disk, 16mbRAM, 4spCD-ROM, SVGA.* $50.00

ARMORED FIST 2 M1A2 ABRAMS — Novalogic

Introducing the US Military's newest Main Battle Tank, the M1A2 Abrams. With over 50 challenging missions, command your attack from a panoramic view of the battlefield or take charge of one of 4 different in-tank stations, control multiple platoons in Europe, Asia, Africa and the Middle East. Photo-realistic terrain, realistic objects, easy and advanced play options, multiplay via modem, LAN or internet. If you have MMX technology, the game will also use it. *IBM Requires: Pentium 120, 4spCD-ROM, SVGA, 16mbRAM, Hard disk.* $50.00

COMANCHE GOLD — Novalogic

Includes the enhanced version of Comanche, the best selling helicopter simulator of '97, plus new campaigns and missions, (over 80 in total) in which you must stop the threat of biological and chenical devastation in missions that send you to unstable regions around the world. Also has a mission builder, new weapons loadout options, easy and advanced flight models, and absolutely beautiful graphics. *IBM Requires: Win'95, Pen 133, 16mbRAM, SVGA, 4spCD.* $50.00

HARPOON II Admiral's Set — 360

This is the ultimate contemporary naval wapfare simulator, incorporating the latest in graphics, interface, & artificial intelligence, with a realistic and flexible game system. It has 100 challenging scenarios set in hotspots around the world, realistic vector drawn maps that include polar cap effects, altitude & depth etc, you can configure the game screen to suit yourself, you can make "zoom" windows that track certain units around the world. There is detailed information, line diagrams, Department of Defense photographs of hundreds of ships, aircraft, and submarines, live action video sequences depicting weapon launches and target strikes.This version includes a new database editor, a new tactical conflict in the Middle East, the scenario editor, and on-line manuals. *IBM Requires: mouse, SVGA, hard disk, 4 meg RAM, 486DX or better, CD-ROM.* $30.00

iF-22 Persian Gulf Version 5.0 — IM

The TALON Campaign System creates a completely realistic combat environment and ensures you'll never play the same mission twice. Active point and click cockpit, with new engine and weapons status displays, Realistic flight model. Full virtual cockpit. Three world theaters based in Bosnia, Ukraine and Persian Gulf. Has a new manual, enhanced airfields including improved runways, etc. *IBM Requires: Win'95, 4spCD-ROM, Pentium 133, 16mbRAM, SVGA.* $75.00

JANE'S F-15 JET COMBAT SIMULATOR — EA

You can be up and flying in five minutes. Instant action option includes simplified controls to ensure quick access to your first kill. Training missions have you flying like an ace in no time. Adjustable levels of realism and difficulty. Magnificent graphics and stunning visual effects. Mid-air refueling, smart bomb camera views, radio chatter, 30 different weapons, you can play head-to-head over the internet, modem, network or serial. Design your own missions with a powerful mission builder, relive the Desert Storm through an intense campaign, etc. *IBM requires: Win'95, Pentium 133 with 3DFX card or Pentium 166 without, 16mbRAM, 4spCD-ROM, hard disk, SVGA.* IBM - $80.00

JANE'S LONGBOW ANTHOLOGY — EA

The definitive helicopter combat collection, combines two previous games: *AH-64D Longbow* and *Longbow 2*. Features 3Dfx support, all of the world's hot spots (Russia Europe as well as Korea, Central America & Mid East). *IBM Requires: Pentium 133 with 3Dfx or Pen 166, 16megRAM, SVGA, 4spCD-ROM.* $80.00

M1A2 Abrams — Interactive

Imagine 70 tons of steel and raw firepower thundering across the landscape at 40mph - with you in command! Command a platoon of four tanks or an entire company with other vehicles, artillery and helicopters, from a variety of external views and a mutli-zoom map view. Blast your way through battles and campaigns from Middle Eastern deserts to the Ukrainian steppes and the Balkan mountains. Control your tank as driver, gunner or commander. Includes up to date Russian and US equipment, 3 different campaign theatres: Persian Gulf, Bosnia, Ukraine. Unlimited single battles and 8 campaign scenarios. Multiplayer network play. *IBM Requires: Pentium, CD-ROM, Win'95, 2spCD-ROM, 16mbRAM.* $30.00

M1 TANK PLATOON II — MicroProse

Here is the most realistic modern ground warefare simulation anywhere in the world. Everything is hyper-real: the thermal view, the trees, the 70 vehicles and even the helicopters that intelligently hide behind hills. The SVGA graphics are absolutely stunning. For more strategic gameplay, mastermind and execute your entire battle strategy using only the map view. You are responsible for every man in your 4 tank platoon, but look after them - they learn from each battle and return to serve you better. And a 3DFX graphics accelerator does wonders for the game! *IBM Requires: Pen 133, 4spCD-ROM, Win'95, 16mbRAM, SVGA.* $90.00

POLITIKIA - Tom Clancy — RedStorm

Yeltsin is dead! Russia is in turmoil! Tom Clancy's pre-millennium Russia will challenge you to save a crumbling empire. The death of Yeltsin has left a power vacuum. You belong to one of the eight major factions, including the KGB, Church and Mafia, that have risen from the chaos and are competing to take control of the nation. Includes a free Tom Clancy novel, free unlimited multiplayer gaming over the Internet, and single player game. *IBM Requires: Win'95, Pentium 100, 20mbRAM, 4spCD-ROM, hard disk, SVGA.* IBM - $50.00

Politikia Hint Book $30.00

Rainbow Six (Tom Clancy's) — RedStorm
The most revolutionary action/strategy game of its kind. Nothing comes close to offering such as exciting combination of strategy, team-building, realistic, three-dimensional graphics and true-to-life special forces action. One shot kills. The ultimate goal is to save yourself and the world from deadly terrorists. You must successfully complete 17 unique missions, and if you die, the world is dead. *IBM Requires: Windows '95, 4spCD-ROM, SVGA, Pen 120, 16mbRAM.* IBM - $90.00

SPEC OPS: Ranger Assault — Take2
The enemy expects you within 24 hours. Actually, you're already there. Liberate a hostage before execution, demolish a squadron of MiG aircraft before take-off, eliminate a maniacal drug lord. Choose stealth or all-out war as you lead your team of rangers against campaigns of global terrorism. Fight against time and whole armies in massive, realistic outdoor 3D environments in sites all over the world. Use a huge arsenal of high-tech weapons and gadgetry. This is a 3D style game, not and *Red Alert* style game. Use snipers, demolitions experts, etc. *IBM Requires: Penium 166, 16mbRAM, Win '95, 8xpCD-ROM, SVGA.* IBM - $90.00

SSN-Tom Clancy — Virtus
Tom Clancy brings you his first CD-ROM. The mission briefing is that Chinese hard-liners have staged a daring raid on one of the world's last great untapped oil reserves, setting the stage for a rejuvenated Communist dictatorship. Representing the United States, you command an Improved Los Angeles-class nuclear attack submarine, the USS Cheyenne. Over 360 feet long and brimming with state of the art electronic warfare systems, she is the finest fast attack sub in the world. The fifteen missions you encounter during the game lead you through the realistic scenarios which could be taken from tomorrow's headlines. *IBM Requires: Pentium 60, Win'95, SVGA, 8mbRAM, hard disk.* $50.00

SU 27 FLANKER COMMANDER'S EDITION — SSI
From Russia comes the definitive military flight simulator. The first flight sim to fly under state-of-the-art Windows'95 technology. Includes a power mission editor that lets you do everything from single training missions to planning and executing full campaigns. With detailed briefing/debriefing. This is reputed to be the most realistic flight sim ever for the PC. *SU 27 Flanker Mission Disk* Includes 150 new missions, a new 16 player multiplay capability over local area networks, significant enhancements to enemy AI, extended mission editor. *IBM Requires: 486/66, 8mbRAM, 1megSVGA, hard disk, 2xpCD-ROM.* $50.00

TEAM APACHE — Mindscape
The ultimate helicopter simulator, that has play modes ranging from pure arcade for beginners to hard-core sim for experienced players. With six interactive training missions, network games possible, real-time campaigns, recruit your own crews, explore your airbase and load your choppers, rock-solid physics and flight modeling, multiple views, great graphics and special effects. *IBM requires: Win'95, Pentium 133, 16mbRAM, 2mbSVGA, 4spCD-ROM.* IBM - $50.00

TOP GUN Hornet's Next — Microprose
As Maverick, you're hot to strike the enemy with 30 missions while piloting your fully loaded F/A-18. Features 30 missions in three threatures, easy to handle controls, LAN or Internet play. Receive your pre-campaign briefings from Commander Hondo himself. Cockpit and chase views allow you to experience all the action and special effects up close. *IBM requires: Win '95, Pentium 133 + 3DFS or Pen 166, 32mb RAM, SVGA, 4spCD, hard disk. Nov.* IBM - $80.00

WORLD OF COMBAT 2000 — Novalogic
Contains three games in the one box, being: *Commanche* 3, where you strap into the helicopter designed for the battlefield of the future, with over 30 missions, stunning 3D terrain, for novice & expert players. *F-22 Lightning II*, where you take to the skies in the US Air Force's next-generation stealth fighter, with 36 missions, missions change according to outcome of previous missions. And *Armored Fist 2 M1A2 Abrams*, where you command the main battle tank of the US, where you control your own tank or your platoon in over 50 missions. *IBM requires: Win'95, Pentium 90, 16mbRAM, SVGA, 4spCD-ROM.* IBM - $84.00

Science Fiction

ADRENIX — Pie
You play Scott Griffon, a military pilot who hunted rebels for years. But your reporter girlfriend got too close to a government dark conspiracy and has disappeared. Now you join the very rebels you hunted, as you try to find and rescue her. This is a 3D shoot-em-up. Flying an advanced fighter craft, you must help the rebels destroy Medtech. You fight drones, tanks, turrets, ships. You have an impressive arsenal of weapons. With 23 action packed levels, complex missions with multiple objectives, 25 enemy vehicles, etc. Great graphics. *IBM Requires: Pentium 166, 16mbRAM, 4spCD-ROM, SVGA, hard disk, Win'95.* $75.00

Alien Earth — Pie
In the distant future, an alien race known as the Raksha have taken over the Earht, and you have been selected to be the prey in one of their deadly games. Released into the jungle to run for your life, you must face not only the dangerous mutations brought about by man's nuclear wars, but a vicious Raksha lord as well. Visit great ruined cities, brave freedom fighters, huge jungles, etc. With dramatic rendered cinematic cut scenes, hours of play, intriguing storyline with dozens of characters. *IBM Requires: Pen 90, 16mbRAM, 4spCD-ROM,SVGA.* $75.00

ARMOR COMMAND — Ronin
A sci-fi tank simulator and strategy game. Multi-perspective design - in-your-face third person perspective immerses you into the action, also has top-down views to give strategic commands to your forces, and you can zoom and pan around the battlefield from any angle. With two full scale campaigns with training missions for a total of 44 missions and over 60 hours of gameplay. Brave harsh terrain conditions, including weather, lava, ice, desert and acid while extracting rich resources from lost planets. Utilize precious minerals to build a variety of vehicles and buildings - scouts, light and heavy tanks, helicopters, etc; upgrade shields, armor, speed, stealth, etc. You can play as human or alien. Can be played multi-player. *IBM Requires: Pentium 90 with 3D accelerator 2mb card or Pen 166, Win '95, 4spCD-ROM, 16mbRAM, hard disk, SVGA.* IBM - $70.00

BATTLECRUISER 3000 — GameTek
A spaceflight simulator, conquest and exploration supergame. Combines strategy, space combat simulation, and resource management, all in an exquisitely detailed and expansive 3D universe. You command a mighty battlecruiser, part battleship, part carrier, part explorer - all muscle! With a crew of 75, four Interceptor fightercraft, and an awesome array of weapoury, you take the controls of the battlecruiser to carry out GALCOM's directives. *IBM Requires: Pentium, CD-ROM, 8mbRAM, SVGA.* $50.00

BATTLE ISLE PACK — BlueByte
Contains three classic products: *Battle Isle II*, a huge futuristic wargame of massive tank, ship and aircraft battles with detailed 3D display of all units, *Battle 2 Scenery CD Titan's Legacy*, with 16 new computer maps, 10 new multiplayer maps, 6 new units, etc, and *Battle Isle III Shadow of the Emperor*, with 60 minutes of live video sequences and digitised speech, 64 different weapons, a tutorial, etc, of futuristic warfare in the air, on the ground, and the sea. *IBM Requires: 486/33, Win 3.1+, 8mbRAM, 2xpCD-ROM, SVGA.* $45.00

BATTLE ZONE — Activision
You are the high-level Commander making decisions from your own war-ravaged tank. Lead your futuristic US troops on a mission to gain control of a superior alien technology in the true "space race" against the Soviets...or cross enemy lines to the Soviet side. Pilot one of 25 anti-grav war machines. Wield 25 devastating weapons, Co-ordinate full-scale attacks with over 30 unique units such as tanks, infantry and mobile assault turrets. Call in artillery, deploy wingmen - all this while still in your tank. Lose your vehicle in battle? Grab your sniper rifle and take over an enemy vehicle. Fight over seven distinct terrains on moons and planets. *IBM Requires: Pen 120, 16mb RAM, 2xpCD-ROM, Win'95, hard disk.* IBM - $70.00

BABYLON 5 SCREEN SAVER Shadow Wars — SS
The other B5 screen saver has sold out, but a new limited edition has come out, and we still have stocks. This all new limited edition CD-ROM packs a vast collection of multimedia matter: 25 video clips, 75 wallpaper scenes, icons and animated cursors, plus a multi-level arcade style shoot'em-up where you control a Starfury in a game like *Space Invaders*. *IBM Requires: 486/33, Win 3.1+, 8mbRAM, 2xpCD-ROM, SVGA.* $40.00

BABYLON 5 The Official Guide — Sierra
This interactive reference guide to Babylon 5 is loaded with hundreds of photos, sound and video clips, from the inner workings of the space station to the outer reaches of the galaxy. Details each type of weapon, technical specifications and video clips of 30 alien and human spacecraft, a guided tour of the station, histories of governments, a directory of key characters, and places of interest. *IBM Requires: Pen 90, Win '95, 16mbRAM, 4xpCD-ROM, SVGA.* $50.00

COMMAND & CONQUER + Covert Ops — Westwood
This game has received rave reviews, and for good reasons. It plays like a science fiction version of *Warcraft* but with heaps of cinematics connecting together the missions and battles. The game revolves around the Global Defense Initiative as they attempt to stop the Brotherhood of Nod, a group of terrorists, from taking over the world. You command and better your bases, unite or divide your forces, develop and utilise guerilla tactics, all combat is real-time. There are heaps of weapon types, great sound, & 60 minutes of cinematics. *Covert Operations* includes 15 new missions and 10 new multi-play battle arenas. Missions are not sequential, you can play the missions in any order you desire. 8 missions are NOD, 7 are GDI. There are seven new audio tracks. *IBM: 486/33, CD-ROM, 8mbRAM, VGA.* IBM - $30.00 MAC - $90.00

Command & Conquer for Windows New Windows'95 features include Internet head to head, SVGA graphics, screensavers, smooth scrolling screen, see four times the battlefield/new screen sidebar. *Requires: Pentium, Win'95.* $75.00

Command & Conquer For the Playstation with 6 new levels. $55.00

RED ALERT This is a complete game, the sequel to C&C. Dark experiments have permanently altered time. Or have they? Soviet tanks crush city after city while Allied cruisers shell bases. Spies lurk, land mines wait, and strange new technologies aid both sides in their struggle for ultimate control. With thirty new units and structures to choose from including MiGs, spies, destroyers, submarines; create battlemaps with new terrain editor, over 40 missions to play and dozens of multiplayer maps, three game difficulty settings, battlemaps are twice as large, dozens of close-ups and action movies. *IBM Requires:Pentium 75, 8mbRAM, CD-ROM, SVGA, hard disk.* Playstation - $90.00 IBM - $80.00

Prima's C&C Red Alert Secrets & Solutions Unauthorised Hint Book $30.00

Red Alert Counterstrike The official expansion. Features 16 new missions, over 100 new multiplayer missions, new units including Tesla tanks, Elite Super Soldiers, Wonder Dogs, Superjets; the key to unlocking giant ant missions, new music, 3 difficulty settings, etc. $40.00

Red Alert: The Aftermath An official add-on. With new Allied units that include stealthy Chronotanks, unit-repairing field mechanic, explosive demolition truck, new Soviet units include a formidable Tesla tank, a sea-to-land missile submarine, electrifying shock troopers. 18 new missions, 100 new multiplayer maps, some being twice the size. $30.00

Ace's Revenge A whopping 2,000 level maps for *Red Alert*. $30.00

Commandn & Conquer Relatiation Playstation - $99.00

CYBERSTORM Corporate Wars — Dynamix
The first tactical simulation with turn-based and real-time combat. It's the year 3569. In the Typhoeus system, a newly discovered jumpgate will allow massive expansion and wealth to the corporation that controls the gate. Eight corporations will fight for it. With a feel similar to *Red Alert*, lay minefields, fire radiation beams, cloak to advance, every enemy is different, has heaps of opportunities for customizing your mecha and other vehicles (27 different vehicle chassis with 300 devices & weapons), upgrade your facilities, allow construction of heavier units, etc. *IBM Requires: Pen 133, 24mbRAM, 4spCD-ROM,SVGA, Win'95.* $70.00

Cyberstorm Official Strategy Guide $30.00

CYDONIA Mars: the First Manned Mission — DCI
A stunning 3D adventure in the style of *Myst*. The year is 2012. It is almost 40 years since NASA's probe discovered the Face. Your mission is to explore the Red Planet for the prospect of human colonization, and to find proof of the suspected now-dead ancient civilization. You can roam freely about the Martian landscape in over 50 hours of gameplay. Travel through time to a bygone era when an alien civilization thrived on Mars, solve 3D puzzles, try to understand alien technology. *IBM Requires: Windows '95, Pentium 166, 16mbRAM, 8xpCD-ROM, SVGA.* IBM - $90.00

DARK FORCES - STAR WARS — LUC
DOOM meets Star Wars! With graphics and world details the equal of Doom, and sound effects that are superior, this game is already extremely popular. You play the part of a mercenary working for the Rebel Alliance, trying to track down the Empire's latest doom weapon - an army of cybernetic doomsday warriors. You have to infiltrate many Imperial bases, crawl through sewers, fight battles with Stormtroopers, automated defense drones, aliens, etc, as you try to stop this latest Imperial strategy. The game is difficult, with more to do than just explore and shoot everything that moves. But if you find the game too hard, there are heaps of cheats on the bulletin boards. There are around nine different weapons, including hand grenades, blasters, rocket launchers, etc. Good fun! *IBM Requires: 486/33 +, 8 mb RAM, CD-ROM, VGA, hard disk.*
IBM - $40.00 MAC - $40.00 PlayStation - $90.00

DARK REIGN — Activision
This is one of the best looking *Command & Conquer* style games. A colossal war between the Imperium and the Freedom Guard is annihilating your world. To save your civilization you must enter the heart of an empire at war. Vanquish both military powers and alter the destiny of a galaxy. With stunning graphics, you can create missions and maps easily, the AI is highly responsive and unpredictable, command over 35 units such as suicide bombers, hostage takers, saboteurs, etc. Head to head via modem, or up to eight players on a network; units travel slower uphill and faster on roads, you can set waypoints, units can hide in ravines or underground, etc. Looks good. *IBM Requires: Pentium 90+, 16mbRAM, 2xpCD-ROM, hard disk, SVGA, Win'95.* IBM - $30.00

Dark Reign Unauthorise Game Secrets Hintbook. $30.00

DARK REIGN EXPANSION
Enter a warring galaxy as either the Freedom Guard or the Imperium ShadowHand Admiral. Engage in the epic battle for control of a newly discovered technology. With over a dozen new units which make up the two new armies, 20 new missions, all-new multiplayer missions and over 100 multiplayer maps, and an enhanced construction kit to make multiplayer maps. IBM - $30.00

DEADLOCK II Shrine Wars — Accolade
Build an empire, dominate a world. This is an exciting game of strategy, resource management and military conquest. It is not a *Red Alert* style game, it seems more like *Civilization* in space. Take control of one of seven races as you search for the secret power of an ancient civilization. Features free Internet play, solo and multiplayer, 9 new combat units, expanded sea and air combat, 14 new buildings, 13 new technologies, 2 new world types, a new AI to battle against, ability to establish player alliances, and a Colony Assistant to automate those mundane tasks. *IBM Requires:Win'95, Pen 90, SVGA, 16mbRAM, 2xpCD-ROM.* $75.00

DEAD RECKONING — Piranha
With superb graphics and sound. Is there a hell in space? You've been abducted by a dark force called the Master Race, and have been recruited to represent the human race in a universal deathmatch against a horde of sadistic aliens in fifteen strange and vast arenas. You fly powerful attack craft, and your wingmen have good enough AI to choose and implement their own attack strategies. If you lose, the Earth will be destroyed. You can select your wingmen, ships and opponents in custom game mode. *IBM Requires: Pentium 166 with 3Dfx or Pentium 200, 16mbRAM, 4spCD-ROM, Windows '95, 16 bit color, supports modem play.* IBM - $80.00

DEFIANCE — Visceral
A Quake style game. It's a brand new day. You're testing an awesome new one-man gunship and you're blasting the hell out of those stationary targets. Suddenly the walls come crashing down and the test is no longer a test. It's a battle for survival. All hell breaks loose as eighteen different nightmarish monsters try to kill you. They attack from everywhere, including from below and above. Solve baffling puzzles to advance between levels. Navigate 13 levels of intense action. Immersive 3D cinematics between levels, and, if you ever get there, an epic movie at the shocking conclusion! *IBM Requires: Win'95, Pentium 90, 16mbRAM, SVGA, 2xpCD-ROM, hard disk.* $40.00

DESCENT: FREESPACE The Great War — Interplay
Descent goes flightsim with this revolutionary game! The heartless Shivans emerged through subspace near Earth, harboring technology light years ahead of anything seen before. They made no attempt to communicate. They did not respond to our communications. They simply attacked - and destroyed everything in their path. 30 bone-chilling single-player missions, 20 multiple-player missions, 3 unique species, each with their own tactics, ships, characteristics; over 40 stunning real-time ships, including the unbelievably big capital ships; create your own missions, up to 12 players over the internet. You fly 8 different fighters and bombers, you can engage the capital ships' moving gun turrets, and can selectively target enemy ship subsystems. Damn! I wish I had the required system specs! *IBM Requires: Pen 133 with 3D accelerator, or Pen 166 without, Win'95, 32mbRAM, 8xpCD-ROM, hard disk, SVGA.* IBM - $90.00

DOMINION Storm Over Gift 3 — Eidos
For years, games have been promising real-time strategy. Finally, this game delivers. With 30+ frames per second in all four resolutions and sophisticated AI. You will need to develop speed to defeat your enemies as they build bases and perform feint and co-operative group attacks. With 95,000 frames of animation, 44 vehicles and 6 personnel types per race, 4 races with their own characteristics, hi-res graphics up to 1280 x 1024, 60 multiplayer maps. *Requires: IBM Requires: Pentium 166, 32mbRAM, 4xpCD-ROM, SVGA.* IBM - $90.00

The Depths of DOOM Trilogy — idSoftware
Includes *The Ultimate Doom, Doom II* and *Master Levels for Doom II*, (which have 3,000 levels for *Doom II*.). *Requires: 2xpCD-ROM, 386/33+, hard disk, 4mbRAM, VGA.* IBM - $50.00

DOOM II — idSoftware
Now available for DOS and Windows '95. You continue to play the tough Marine. You beat the bad guys in DOOM I, but now they have invaded Earth, and you have 30 levels in which to try to rescue your world from certain doom. *Requires: 2xpCD-ROM, 386/33+, hard disk, 4mbRAM, VGA.* IBM - $20.00

DUKE NUKEM ATOMIC — 3DRealms
With fantastic 3D scenarios you battle sinister aliens through the battled streets of LA in the future, where through many levels you escape a prison nightmare and fight through streets and buildings to reach the alien leader's orbiting station, and then onto the surface of the moon itself. Enemies fly on small scooters, you get to swim and fight underwater; weapons include automatic sidearms, rocket launchers, pipebombs, etc. You can run, jump, crawl, swim, and use a jetpack. Also great for multi-player free for alls, joined via null-modem or modem or network. Has 28 levels. This special uncut version includes five controversial scenes, 11 strategically unique weapons, a powerful 3D level editor, and a brand new episode. *IBM Requires: 486/66, CD-ROM, VGA, 8megRAM, hard disk.* IBM - $50.00 MAC - $90.00

Duke Nukem Game Secrets Unauthorised Hint Book Detailed maps for every mission, locations of all secret places, cheat codes, etc. $28.00

DUKE NUKEM 3D Kill-A-Ton Collection Includes Duke Nukem 1 and 2, Duke Nukem 3D, Plutonium Pak, Duke it Out in DC, Duke! Zone II, Duke Xtreme, Interactive Strategy Guide, and Level Editor. $60.00

Duke CARIBBEAN Duke goes on vacation to the Caribbean, but the alien scum drop in for a little vacation of their own. But the unwelcome beach invaders are in for a little surprise. With seven new sun-saturated levels, a secret wave crashing level, 4 Dukematch levels, new beach-clad monsters, new sand-blasting weapons, new music, etc. $30.00

Duke Nuclear Winter There's diabolical danger in the northern Ice-Land, alien scum have taken over, and Santa & his little elves need rescuing! With 7 icy new levels, new arctic monsters including giant, lethal snowmen, new winter and wonderland art. Visit Santa's castle! $30.00

DUNE 2000 — Westwood
Dune 2000 is a completely re-done Dune II, specially designed for today's computers. Dune 2000 offers all the familiar units of the original: Deviators, Fremen warriors, the Sardaukar, Sonic Tanks, Ornithopters and many more. Players can lead the noble Atreides, the sneaky Ordos or the evil Harkonnen. This top-down wargame features over 40 missions and full motion video briefings, new strategies, special effects and music. Supports 8 Bit and 16 Bit hi-res color, and supports multiplayer. *IBM Requires: Pent 133, 16mbRAM, Windows '95, 4spCD-ROM, SVGA.* IBM - $80.00

ECHELON — ArenaGames
Explore, discover, and eliminate. In the distant galaxy of Ring World the inhabitant species formed an advanced society and lived in peace for hundreds of years. But then unknown spaceships showed upon the horizon and war returned. You are introduced to the three remaining species of Ring World. Each race has five missions. Looks similar to *Red Alert*. *IBM Requires: Pentium 100, 16mbRAM, SVGA, hard disk, Win'95.* $65.00

EMPEROR OF THE FADING SUNS — Segasoft
From the roleplaying game, *Fading Suns*. Enter the realm of the Fading Suns, and become emeshed in a bold, Gothic world where advanced technology has plunged the galaxy into a new Dark Age. Explore new planets, research forbidden technologies and control the growth of an empire. Wage war with up to four opponents. Colonial outposts come to vivid life through fully realized environments teeming with trade and treachery. Continually evolving storyline provides multiple ways to win. *IBM Requires: Win 95, 486/66, 16mbRAM, 2xpCD-ROM, hard disk.* IBM - $50.00

FALLOUT — Interplay
A roleplaying game in the tradition of the classic *Wasteland*. 1,000 people have been living in a nuclear fallout shelter for 80 years following a worldwide nuclear holocaust. But the water recycler has broken down, and you are chosen to go to the surface to find a computer chip to fix it with. With gorgeous semi-top-down 3D graphics there are 50 mini-quests with multiple solutions that take you through devastated wastelands. A meticulous turn based combat system lets you wound, cripple or kill. You can make your own character. Improve your characters skills through play. When you interact with other characters in the game, they will remember your attitude in later meetings. If you insult some-one, don't expect them to be nice to you later. *IBM Requires: Pentium 90, 1megSVGA, 16mbRAM, 2xpCD-ROM, hard disk.* IBM - $30.00

FINAL LIBERATION Epic Warhammer 40,000 — SSI
Games Workshop's Epic Warhammer 40,000 Space Marine game becomes a computer wargame! This is a turn-based strategy game that puts you in charge of vast armies (similar to *Warhammer Fantasy: Shadow of the Horned Rat*). Commanding the movements of the Imperial Guard and their devastating war machines, you fight the loathsome orks. The game has two main modes. The primary mode will be a campaign with you commanding the human forces, including Ultramarines, Imperial Guard, Emperator Titans, Thunderhawk Gunships, etc; the second option is a free for all between networked players or verses the computer. In this you play orks or humans. Graphics are stunning. There are 85 unit types to command. *IBM Requires: Pentium 90, 16megRAM, SVGA, hard disk, 2xpCD-ROM, hard disk.* $50.00

FORSAKEN — Acclaim
A 3D flight simulator like *Descent*. An experiment gone wrong caused an uncontrollable fusion reaction to rip through the Earth, leaving nothing more than a lifeless husk. Devoid of atmosphere and bathed in the searing radiation of the sun, the planet has been condemned. You are among the forsaken few who invade the now abandoned settlements to collect what little fortune was left behind. With stunning 3D graphics, full 360° movement including up and down, 25 obliterating weapons, and follwing boulders, falling ceilings, sucking Turbine Fans, piercing spikes, etc. *IBM requires: Win'95, Pen 133, 4spCD, SVGA 16mbRAM.* $90.00

GADGET Past as Future — Synergy
Here your task is to save the world from an approaching comet. This incredible race against time will have you operating the strangest machinery, speaking to numerious disturbing characters, finding the missing piece of a laser beam, plus piloting a monorail, plane and spaceship. Gadget is a work of art in which the 3D graphics have been mastered to create places, people and things that are as rich as the story. Has a careful interaction between first-person exploration, rich dialogue, and beautiful scenery and sound effects. *IBM Requires: Pen 133, 16mbRAM, 4spCD-ROM, 2mbSVGA, hard disk, Win'95.* IBM - $60.00

GALACTIC CHALLENGE — SSI
Four sci-fi games in one pack, being *Star Control I* where humanity is about to be destroyed by a savage coalition of alien races; *Star Control II* where the war is over and humanity can now explore and colonise 500 stars with 3,000 planets; *Renegade Battle For Jacob's Star* where you command a squadron of starfighters in the Renegade Legion universe; and *Gateway* where a portal has opened to a place fraught with danger and wonders. *IBM Requires486/66, CD-ROM, hard disk, 4mbRAM, SVGA.* IBM - $60.00

HEAVY GEAR — Activision
This new mech combat game, based on the Heavy Gear roleplaying game, leaves all others behind! With a stunning, fluid animation system. Highly detail buildings, rocks, rolling 3D terrain that looks like terrain! You can build a heavy gear from scratch with one of 16 customizable chassis, or pilot one of the 16 provided Heavy Gears. Deploy squadmates and call in air and artillery strikes while you pilot your own heavy gear, has stunning cut-scenes and character based missions. Features huge mobile landships. You can kneel, side-step and crouch. Very highly recommended. *IBM Requires: Win'95, Pen 90, 16mbRAM, SVGA, 4spCD-ROM, hard disk.* $90.00

Prima's Unauthorised Game Secrets of Heavy Gear $30.00

ID ANTHOLOGY — idSoftware
A collectors edition boxed set containing all of id's old games such as *Hovertank 3D, Dangerous Dave, Shadow Knights, Wolfenstein 3D, Spear of Destiny*, their more famous games: *Ultimate Doom, Doom II, Master Levels for Doom II, Final Doom*, and *Quake I*, and nubmer of titles for the MAC, and id Anthology dogtags, a pewter miniature of the Cyberdemon, and a book about id. *IBM Requires: Pentium or 486DX100, CD-ROM, SVGA, hard disk, 8megRAM.* $90.00

IMPERIUM GALACTICA — GT
A new empire-building space game. You begin as a Lieutenant on a Destroyer, charged with restoring peace to a newly discovered sector. Scale the Imperial ranks and your missions become increasingly challenging. New technologies, new weapons, new responsibilities. Only you can decide how to balance warfare, colony management, research and production. Succeed and your objective expands. Sustain the Old Human Empire through diplomacy or brute force. There are seven alien races, two renegade human empires, endless worlds, endless wars. With 174 structures to build on colonies, control up to 93 planets, real time space battles, and 75 technological breakthroughs to be made. Also has one hour of full motion video clips of the storyline. *IBM Requires: 486/100+, 8mbRAM, SVGA, hard disk, 4 speed CD-ROM.* IBM - $50.00

INCOMING — Rage

Designed from the outset to fully utilise the emerging Pentium II and APG technologies, *Incoming* offers relentless arcade action in a uniquely dynamic, interactive 3D theatre of conquest. Hard-core gameplay switches seamlessly from ground based defence to full power airborne attack invoking truly immersive terminal addiction. Set in the late 1990s. With diverse vehicles and weapons modes, uniquely dynamic lighting effects. Full 3D spatial sound support, state of the art 3D game environment. *IBM Requires: Pen II 233, 32mbRAM, Win'95, 2spCD-ROM, AGP compatible accelerator card.* **IBM - $85.00**

INCUBATION Battle Isle Phase Four — BlueByte

Travel to the colonised planet of Scayra, and enter the dark and terrifying world of Incubation, the latest episode in the Battle Isle Saga. The alien natives have mutated into blood-thirsty monsters, and its up to you and your squad of marines to save the colonists from them. With real-time 3D environment, 35 turn based, tactical missions, 5 distinctive battlefields, 30 different soldiers, 11 different monster types, 24 weapons, 17 equipment, and can be played multi-player. *IBM Requires: Pentium 90, 16mbRAM, hard disk, SVGA, 2spCD-ROM.* **$50.00**

Incubation: Wilderness Missions Lead your marines through jungles, ruins and scrap yard landscapes - 3 all new operation areas. A campaign with 39 new missions. New bad guys to fight. New weapons. Create your own complex, fantastic worlds with a professional Level Editor. **$40.00**

Incubation: Hidden Worlds For years they have lain dormant, hidden from the prying eyes of the human race. But now they are awake and responding to the warcry of their kinfolk. Amongst the hidden depths of the planet Scayra are 10 extra missions. Some missions are damn hard! **IBM - $30.00**

JEDI KNIGHT - Dark Forces II — LucasArts

I'm really excited about this game. *Jedi Knight*, the sequel to *Dark Forces*, the *Doom*-style 3D Star Wars action game. It has all the features you want, including multiplayer capability. Kyle Katarn is a young mercenary sent to infiltrate the Empire. He embarks on a quest into his past and learns the mysterious ways of the Jedi. With this knowledge, he must stop seven dark Jedi from unlocking the powers of a hidden Jedi burial ground. This task forces Katarn to confront his own dark past. He then must decide his own destiny, as the dark side beckons him strongly. If he resists and follows the light side, he has a huge job ahead of him. Each of the seven dark Jedi have their own special characteristics - one fights with two lightsabers. There are a variety of weapons, old and new. The most exciting new weapon is the lightsaber. Basic force powers include enhanced jumping, seeing through walls, healing powers, telekinesis, etc. Looks fantastic. *IBM Requires: 4spCD-ROM, 16mbRAM, hard disk, Pentium 90, mouse, SVGA.* **IBM - $70.00**

MYSTERIES OF THE SITH Fourteen new levels with 13 total new locations, including wampa-infested swamps, the foreboding fortress of Ka'Pa the Hutt, and the subterranean catacombs of a temple deep within the planet Dromnund Kaas. You play a new character, Mara Jade. There are four new weapons, five new force powers including Saber Throw, over 24 new enemies including torture droids, pirate raiders and the rancor! **$40.00**

KLINGON HONOR GUARD — Microprose

Plunge into the Star Trek universe in this fast-paced, high-action, first-person shooter using the *Unreal* 3-D engine. Mayhem reigns as an assassination attempt on Gowron, leader of the Klingon High Council, has left the Empire shocked and screaming for revenge. As a member of the elite Klingon Honor Guard, you must find out who did this and exact revenge. With 19 huge missions in 7 Star Trek worlds, 10 unique weapons, 24 formidable enemies including monsters and other klingons, deathmatch capable, hand-to-hand weapons including Bat-leth. Includes the voice of Captain Kurn. *IBM requires: Win '95, Pentium 133 + 3Dfx or Pen 166, 32mb RAM, SVGA, 4spCD-ROM, hard disk.* **IBM - $80.00**

Klingon Honor Guard

LIBERATION DAY — InteractiveMagic

On August 12th, 2312, contact was lost with the planet Nu Haven. The colony has fallen into enemy hands, and when the survivors began to arrive back on Earth, no one believed the horror they described. Now we're sending you in to rectify the problem. Features turn based tactical battles and strategic management. Fight against three different alien races. 50 scenarios let you wage war across four continents. Field ground, sea and air forces. 70 unit types and 79 active structures altogether. Modem or network support. *IBM Requires: Win'95, SVGA, 4spCD-ROM, 16mbRAM, Pentium '90.* **IBM - $30.00**

MASTER OF ORION II — MIC

This game has gone straight to being my No. 1 favorite space colonisation and conquest game. No other game even begins to compare. You can start with just one planet with low tech, and then expand your colony while developing tech. Soon you build simple starships and visit the neighboring star systems, sending out colony ships to suitable worlds. There are thirteen different alien races, including insects (my favorite, who produce very efficiently), subterraneans, psilons, humans, etc. When you meet other players you can ally them, conquer them (and you *don't* have to exterminate their populations - at last! You can simply stick your marines on the planet and the aliens serve you.) or you can form trade or tech research agreements. I made an alliance with one computer opponent and he never once backstabbed me, nor me him. There are hundreds of tech levels and fields to develop, eventually letting you build over thirty different structures on your colonies - and this is my favorite part. There are many different types of worlds, volcanic, desert, water, rich, and the graphics are completely stunning and mesmorising. And as you later terraform and soil enhance these worlds, their appearances change. And the music is so relaxing and peaceful, that one of my friends falls asleep playing this game. I find the game relaxing and fulfilling. *IBM Requires: 486/100+, 8megRAM, SVGA, hard disk, CD-ROM, soundcard.* **IBM - $30.00** **MAC - $90.00**

Master of Orion II Official Strategy Guide **$30.00**

MAX2 — Interplay

A *red-alertred-alert* style game. We belong to the Concord, an alliance of alien races of which humanity has only recently joined. They provide the technology and the weapons of war. We offer the traits that set us apart from every other race in the concord - aggression and the talent to wage war. But against the insectoid Sheevat, it may not be enough...With over 80 land, sea and air units which can be upgraded to create thousands of variants; you are in complete control of your units; unit personalities & morale change as they experience victories and defeats; a built-in scenario editor, & detail 3D terrain. *IBM Requires: Pen 133, Win'95, 16mbRAM, 2spCD-ROM, hard disk.* **IBM - $90.00**

MECH COMMANDER — Microprose

The first Battletech game of tactical combat. With an engine similar to *Red Alert*, you command many mechs instead of just one. Each mech is animated with over 100,000 individual frames. There are over eighteen mech chassis such as the Raven, Mad Cat, and Atlas. The mechs even leave footprints on softer terrain, so you can determine what sort of enemy mech you are chasing by seeing how deep the footprints are - assault mechs leave deep footprints! You can salvage, repair, and use captured enemy mechs. You command up to 12 mechs. Repair, upgrade and organise your entire unit. Buy new mechs, weapons and pilots with resource points gained by winning missions. 30 great missions. *IBM Requires: Win'95, Pentium 120, 16mbRAM, 4spCD-ROM, SVGA.* **IBM - $90.00**

Prima's Official Strategy Guide to Mech Commander **$30.00**

MECHWARRIOR II — ACT

The opening cinematic sequence of Wolf Clan mechs engaged head to head with Jade Falcon mechs is both breathtaking and has a music score without equal. Game play has the ability to use one of 15 different Clan omni or second line mechs. You can make custom pods with your own weapon choices for any omnimech. You can fight trial of grievances, practise as a cadet, or join full scale campaigns of taking on the opposing Clan. The game is set in 3057 and focuses on the epic war between the Wolf and Jade Falcon Clans. Graphics are truly amazing, and you can fight in many types of landscapes. *IBM Requires: 486/66 minimum, 8mbRAM, CD-ROM, 45mb hard disk space minimum, VESA SVGA, DOS 6.0 OR Windows'95.* *Includes NetMech.* **IBM - $25.00**

Mechwarrior II Hint Book **$30.00**

Mechwarrior II Mercenaries You are a mercenary, caught in a brutal war between two rival houses of the Inner Sphere. Honor and glory have yielded to betrayal and greed. Now a combat hardened warrior, your quest leads you to pilot your mech into darker, more desperate realms. You accumulate C-Bills and salvage from each mission, allowing you to build an elite mercenary unit. You can follow set missions to save Terra or play unlimited random missions for all out mercenary combat. With dazzling cinematics, stunning graphics. This is a complete game. *Requires as Mechwarrior II.* **$25.00**

Mechwarrior II Mercenaries Official Strategy Guide **$30.00**

Mechwarrior II: Titanium Trilogy 3-D Accelerated

With both the classic and 3-D accelerated versions of *Mechwarrior 2, Mechwarrior 2 Mission Pack,* and *Mechwarrior 2 Mercenaries*. And does the game look different with the 3-D accelerated graphics running! Also features a new graphics engine, continuous non-linear missions for endless hours of gaming, smoking missiles, burning ruins, new weapons, ten very realistic worlds, etc. *IBM Requires: Pentium 100, (133 for 3D accelerator), 16mbRAM, 2spCD-ROM, SVGA, Win95.* **$50.00**

OUTWARS — Microsoft

You've just landed on the endangered species list. Swarms of exoskeletal aliens are ripping a merciless path of annihilation through the galaxy. Your outposts have fallen - your drop zone just became the front line. Strap a jetpack to your battle armor and select from the lethal array of weaponry - you and your squad are all that stands between Earth and the savage horror of the relentless Skull hordes. Features vertical combat zones, caverns, the Skulls attack and ambush from every direction, they hunt in packs and learn from their mistakes, after each mission, equip yourself wisely and you might survive. *IBM Requires: Win '95, Pen 133, 16mbRAM, 4spCD-ROM, SVGA, hard disk.* **IBM - $85.00**

OUTPOST 2 Divided Destiny — Dynamix

Another *Red Alert* style game. Earth is just a distant memory. All that remains of mankind is the handful of humans that chose to follow you to the stars. But your newly colonised world faces a danger even greater than the one that chased you from Earth - yourselves. Command one of two rival colonies through 24 challenging, real-time missions. Includes volcanoes, meteor showers, natural disasters, 140 different vehicles and buildings, night fighting, research and morale, single or multiplayer. *IBM Requires: Pentium 90, Win'95, 16mbRAM, 4spCD-ROM, SVGA.* **$30.00**

PAX CORPUS — Cryo

A 3D adventure. Plunge into the strange world of Oz Nama alongside Kahlee, a dangerously seductive mercenary. It is a world where female warriors of the Alcyon Corporation have broken the natural balance by massacring the masculine popular throughout the entire planet. Load your blaster, get ready to move fast, and set off for an adventure to solve the mystery of the Pax Corpus. If you can resist the charms and trickery of Kyiana Soro, you may be able to help Kahlee to free Oz Nama from a dreadful creation - a project that gives eternal life at the cost of all freedom of throught. *IBM Requires: Pen 90, 4spCD-ROM, 16mbRAM, Win'95, hard disk.* **IBM - $55.00**

PAX IMPERIA Eminent Domain — THQ

The ultimate in intergalactic strategy and combat. Explore and colonize hundreds of inhabitable worlds in one of the largest game universes ever created. Once colonies are established, they can either be left alone or carefully managed. To excel you need to juggle economics, research and develop hundreds of new technologies, build planetary assets, and establish foreign relations. You can use game or personally created alien species. You can design and field massive armadas, to go head to head with other civilizations. *IBM Requires: 486/100, 2spCD-ROM, 16megRAM, SVGA, hard disk..*

Pax Imperia Official Strategy Guide **$30.00**

PROJECT AIROS — ocean

War is big business. Top down war management simulation. USA is no longer sellings arms, large corporations are employing mercenaries on a large scale. You play the head of one of these corporations. Buy and sell on the stock market and fight battles as you try to stop an evil corporation. Over 25 levels and 60 missions. Arcade and simulation modes. *IBM Requires: Pentium 90, 16mbRAM, 6spCD-ROM, SVGA, hard disk.* **IBM - $75.00**

QUAKE — idSoftware

The next game from the people who brought us DOOM. And this is a fantastic improvement - and very popular. It's not far in the future, and scientists develop a Slipgate Device. But an alien terrorist instigates a war via Slipgates before our technology is perfected - and his name is Quake. Man plans to strike at Quake and take the war to him - but Quake strikes first. The military headquarters is overrun, and you are the only survivor. But you fight your way to one of Quake's Slipgates - and now you are taking the war to him! Featuring dark, atmospheric, stunning graphics as you claw your way through level after level. And the details on all characters is fantastic, even when the enemy are close, the SVGA still present a detailed, focused image. Weapons include double barrelled shotguns, nailguns, perforators, grenade launchers, rocket launchers, and the Thunderbolt - try it. You'll like it. Use the same technique as watering your rosebush. The aliens throw all manners of ugly things at you to try to stop you. *IBM Requires: Pentium or 486DX100, CD-ROM, SVGA, hard disk, 8megRAM.* **IBM - $30.00** **MAC $90.00**

Prima's Quake Game Secrets 90 page book with maps of every level, revealing the locations of all secrets, items, enemies, etc. **$20.00**

Quake Official Hint Book **$30.00**

SHRAK for QUAKE Immerse yourself into a dark new experience, as Shrak takes you beyond Quake. Prepare for intense action with awesome new weapons, daring new levels, and bizarre monsters. And new weapons! **$10.00**

X-MEN Ravages of Apocalypse This is a total conversion of Quake. You must own the full version of Quake to use it. You're a cyborg, created for maximum damage in minimal time. Your target? The X-Men! Well, actually, clones of the X-Men created by Apocalypse and a mysterious ally. Has all new incredible art and graphics, two complete new episodes, eigh new weapons, 24 new X-Men superpowers, 5 new powerups, 4 multiplayer levels, and a level creator. Looks great. **$45.00**

QUAKE II — idSoftware

This is the best *Doom/Quake* game I've ever seen. It leaves all other similar games, including Quake I, for dead! For starters, the game is actually playable. Without using any cheats or even a hint book, I have been able to solve every level - you *don't* have to find secrets in order to progress to the next level. The game contains many missions, with each mission containing from two to ten levels each. So far I've completed around 50 levels/coulekes and the end is still nowhere in sight. Graphics are stunning, game play is totally satisfying. What you do in one level can affect another one. Features superior artificial intelligence. Enemies, which are mostly combat cyborgs, can evade your attack, strategically position themselves for ambushes, and hunt you down. Hear distant explosions, rockets flying past your head. Shortly after landing on an alien planet you learn that hundreds of your men have been reduced to just a few. Now you must fight your way through heavily fortified military installations, lower the city's defenses and shut down the enemy's war machine. Only then will the fate of humanity be known. To play this game you must have your Regional Settings (found in the Control Panel directory) set to English-Australian. *IBM Requires: Win'95, Pentium 90, 16mbRAM, SVGA card, 4spCD-ROM, hard disk.* **$70.00**

Quake II Hint Book Prima's unauthorized guide to Quake II, including cheat codes, all the maps, all the secrets, etc. **$30.00**

Quake II Unnamed Maker The first authorized Quake II level editor. Has a simple, easy to use interface. Simply drag and drop rooms, textures, objects and aliens directly into your levels. Has ten new template levels to create over, or you can make your own ones from scratch. As you edit you can see in 3D what you are making, etc. **$40.00**

REDNECK RAMPAGE — Interplay

A farcical *Doom*-style game, set in the old Southern USA, with warped looking characters armed with crowbars, dynamite, double-barreled shotguns, ripsaw blades, an alien gun, etc. With gin-u-ine Redneck dialogue and humor. 14 levels of SVGA graphics including mortuaries, chicken processing plants, trailer parks. Eat pork rinds, cowpies, and lots of sauce. Fight the computer, play via null modem, or up to eight players via network. Watch out for the alien clones of local town folks! Weird & warped. *IBM Requires: Pentium 90+, CD-ROM, SVGA, 16mbRAM, hard disk.* **$30.00**

Suckin' Grits on Route 66 Expansion disk. Leonard and Budda are on holiday, but the aliens are out for revenge and have cloned people they are going to bump into. Features 12 new levels. *Requires as above.* **$30.00**

REDNECK RAMPAGE RIDES AGAIN — Interplay

New characters such as Daisy Mae, bikers, pigs, cows, and jack o'lopes. Joyride a motorcycle and swamp buggy that are armed to the teeth, ten new weapons including a crossbow that shoots dynamite-loaded chickens, new things to eat, new music, and 14 new levels. *IBM requires: Pentium 90, 16mbRAM, hard disk, 2spCD-ROM, SVGA.* **IBM - $50.00**

SCIENCE FICTION Ultimate Collection — SegaSoft

Contains six classic Sci-Fi games. *Star Crusader* flight simulator, *Millennia Altered Destinies*, a game of time travel, *Star Control I* and *II*, where you battle endless evil aliens, *SpaceWard Ho!* galactic expansion and exploration, and *Iron Helix*, a 3D adventure. *IBM Requires: 386, 2spCD-ROM, 4mbRAM.* **$30.00**

SHADOWMASTER — Psygnosis

Repel Shadow Master's advance forces using your armored all-terrain vehicle. Then continue your post-apocalyptic blastfest on six off-world environments before facing the crazed wrath of the hungriest of the power-hungry - the Shadow Master hinnself. Up to 8 players over a network, 16 extensive levels of rapid-fire action on 7 atmospheric alien worlds. Mission specific objectives to be completed, including time-out scenarios, thousands of 3D-modelled alien enemies, comprising over 60 different creature types. *IBM Requires: 3D Accelerator Card, Pentium 133, Win'95, 4spCD-ROM, 16mbRAM, hard disk, SVGA.* **$50.00**

SPACE QUEST Collection — Sierra

Contains all six Space Quest games, where Roger Wilco, intergalactic janitor (sanitation engineer, please) embarks on six of the most outlandish, hilarious send-ups of science fiction ever to blast off from your computer screen. Armed with his trusty broom, Roger has swept nearly ever major computer gaming award, while at the same time keeping the universe safe for good, clean fun. *IBM Requires: 486/25, 8mbRAM, hard disk, VGA, 2spCD-ROM.* **IBM - $75.00**

STARS — EMPIRE

Expand your horizons and domain. Explore the unknown universe. Discover new life and planets - and your untapped potential to govern flourishing civilizations. Create and control fleets of spaceships equipped with the latest technology your research and resources provide. Become a warmonger, a trader, a diplomat, a pirate. Build an intergalactic empire to stand the test of time. A strategy based space conquest game with a richness of detail only possible through a turn-based format. An exhaustive range of high-tech hardware to exploit. Computer opponents provide a challenge for all abilities. Customizable interface, playfield and even rules! Comprehensive tutorial. *IBM Requires: Windows 3.1+, CD-ROM, 4mbRAM, 486/66+, hard disk, mouse, SVGA.* **$50.00**

STAR CONTROL 3 — Legend

The fabric of the universe is crumbling and it's up to you to find the answer somewhere in the unexplored reaches of the Kessari Quadrant. You're in control of a star fleet searched hundreds of planets. You pilot 24 different alien starships, using 48 unique weapons. You manage the resources of over 30 colonies and 24 races. Discover more than 40 ancient artifacts from an advanced technology. Deploy your starfleet strategically for victorious hyper melee combat. You can negotiate alliances, build your colonies on newly discovered planets and manage their resources; you can play against the computer or a friend via modem or network; there are over 1,000 worlds to explore. *IBM Requires:486/66, CD-ROM, 8mbRAM, hard disk, SVGA.* **$20.00**

STARCRAFT — Blizzard

WarCraft goes to the stars! In *StarCraft*, the only allies are enemies. Uses *Warcraft's* wonderful game engine, also used by games such as *Red Alert*. There are three unique alien species. The Nomadic Terrans, mysterious Protoss, or voracious Zerg. You must devise totally unique strategies to master the specialized units, abilities and technologies of each. Up to 8 player internet support. An unequaled campaign editor. Construct individual missions or entire campaigns with unrivaled options and ease. Revolutionary special effects. Real-time light sourcing, true line of sight and an advanced translucency engine combine for unparalleled visual and tactical realism. Multiple theaters of battle: engage in a deadly mix of space combat, planetary assault and covert base infiltration. Command Ghost Espionage Agents, Protoss High Templars, and Zerg Defilers as you seek to conquer the galaxy. I played one multiplayer game with a friend, and I'm hooked now! I've begun the canipaign as Humans, and wave upon wave of insectoid Zerg are currently overrunning human world after world. *IBM Requires: Pentium 90, Win'95, 16mbRAM, 2spCD-ROM, SVGA, Hard Disk.* **IBM - $90.00**

StarCraft Prima's Official Strategy Guide **$30.00**

INSURRECTION Campaigns for Starcraft Brontes IV was a small planet missing from most Confederation nav charts...until the Zerg found it, and now an all out war has errupted between human colonists and the Zerg, and even the Protoss have shown an interest in the world. The Terran colonists also rebel under the leadership of a madman. With 3 full campaigns with 30 missions, and 102 new multiplayer maps. *Requires as above.* **$60.00**

STARFLEET ACADEMY — Interplay

It's here at last - now you can sit in the captain's chair of the *Enterprise* and engage Klingon D-7 battlecruisers! Now you too can be Kirk or Sulu, commanding the *Enterprise* from the old TV series, the *Enterprise* from the movies, or the *Excelsior*, or the *Reliant*. You go head-to-head with Klingon *Bird of Prey, D-7* and *D-7A*, a new Klingon ship that you have no stats on, the Romulan *Warbird* and *Garuda*, etc! There are a total of 30 different ships in the game. Graphics are breathtaking, and include footage of the original Star Trek actors. Includes a cute 3D cardboard flight controller guide that tells you which keys on your keyboard do which function. Includes introductory missions to teach you the game, plus you can design your own missions. I've taken my copy home! *IBM Requires: Pentium 90+, 16mbRAM, 1mb SVGA, hard disk, CD-ROM.* **IBM - $50.00** **MAC - $50.00**

Starfleet Academy: Chekov's Lost Missions Contains a collection of seven new missions designed to specifically challenge your skills, leadership and tactical training. Features 2 new net games, external views, tutoring by Chekov and Sulu. **$30.00**

STARSHIP TITANIC — S&S

A new adventure game from Douglas Adams, creator of Hitchhiker's Guide to the Galaxy. An alien race has built the biggest, most beautiful starship ever, the Starship Titanic. Seconds into its maiden voyage it crashes into hyperspace, vanishes...and collides with your humble house. When you go onboard, it sets off, and you find yourself conversing with a ship full of malfunctioning robots and a semi-deranged parrot. Talk to them. Interrogate them. Give them orders. And sometimes they may even obey you. But can you solve a series of bizarre and surreal puzzles, unlock the central mystery and return to earth before the parrot drives you mad? *IBM Requires: Pen 100,* 16mbRAM,4spCD,SVGA. **$90.00**

STAR GENERAL — SSI

Panzer General goes to the stars! This game features a modified *Panzer General* ground combat system, except with hover tanks, insectoid walking artillery, etc! And also a strategic space game. There are a multitude of planet types to conquer and colonise, building up an industrial base, then a space station, so that you can manufacture battle fleets with which to conquer your opponents. For up to 7 players via hotseat, or two + computer players via modem or null-modem, or you against up to six computer players. The space map includes nebulas, galactic rifts, black holes, ion storms, asteroids & planets. There are several different alien races to run, most of them quite unique. I went insectoid, with living insect space ships, tanks, infantry units, etc. I built massive battlefleets and went on the warpath - great fun! Though my first attempt to conquer a planet was dismal, but I learnt quickly and soon returned with an army which was half tanks and half mobile artillery - this time I crushed the enemy in about seven cycles! *IBM Requires: 486/66, 16mbRAM, SVGA, CD-ROM, hard disk.* IBM - $30.00

Star General Official Strategy Guide Book **$27.00**

STAR TREK CAPTAIN'S CHAIR — SS

Using photorealistic QuickTime VR technology, Captain's Chair puts you on the bridge (and behind the panels) of your favorite Star Trek ship, including the spectacularly recreated original series Enterprise NCC-1701, the Enterprise NCC-1701-D, E, the Defiant and Voyager. *IBM: Windows, Pentium 90, 16mbRAM, 2spCD-ROM, SVGA, hard disk.* **IBM - $24.00**

STAR TREK DEEP SPACE 9 Entertainment Utility — SS

This limited edition CD-ROM contains screen savers, audio clips, video clips, jigsaw puzzles and wallpaper. Use Image Carousel to create a customized screen saver with full motion video clips. You actually get to assemble the jigsaw puzzles yourself. 75 audio clips. *IBM: Windows, 386/33, 8mbRAM, 2xCD.* **IBM - $33.00**

THE STAR TREK ENCYCLOPEDIA — SS

The interactive reference to the entire Star Trek history thus far, is available on this four CD-ROM set. Has more than 3,000 photos, more than 400 video clips. Covers the events, races, planets and stars, weapons and tools, medical equipment and main and supporting characters from the original Star Trek series, Next Generation, Deep Space Nine, Star Trek Voyager, and first seven films. *IBM Requires: Win'93, Pen 90, 16mbRAM, 2spCD-ROM.* **IBM - $80.00** **Mac - $80.00**

STAR TREK: GENERATIONS — Microprose

Join forces with Kirk and Picard and the rest of the Next Gen crew to defeat Soran, the obsessed scientist. The story line unfolds through a mix of first-person point of view action levels, challenging ship to ship combat, strategic clues, and cinematic sequences. Contains original video sequences developed exclusively for the game and not viewed in the movie. Has 12 deadly and intense 'away team' action missions using first person perspective. Command the Enterprise in combat against Klingons and Romulans. *IBM Requires: Pentium 75+, 16mbRAM, SVGA, CD-ROM, hard disk, Win'95.* **$30.00**

STAR TREK GIFT SET — SS

Contains four Star Trek previously released games/features. The Star Trek Omnipedia with thousands of text, diagrams, photos and video entries; The Star Trek Next Gen Episode Guide with trailers from all 177 original shows; the Star Trek Next Gen Interactive Technical Manual where you can have an official inspection tour of the Enterprise; and Star Trek Klingon Language Lab with 24

minutes of power Klingon, taught by Michael Dorn, of course. *IBM Requires: 486/66, 8mbRAM, 2spCD-ROM, SVGA, hard disk.* **$60.00**

STAR TREK: NEXT GENERATION A Final Unity
With all the crew of the Enterprise, with digitized graphics and voices of the real cast. The crew is all here. You hear Riker report that a ship is speeding through the forbidden Neutral Zone. Data announces it is a Gardian vessel. Troi explains the Gardians may be on friendly terms with the Romulans. Captain Picard orders an intercept, and suddenly, you are there too. With an epic original interactive mystery that takes you from the outposts of the Federation through treacherous shields-up confrontations, and beyond into the uncharted dangers of a massive nebula. You are in command of the Enterprise and its crew! Stunning graphics and sound. *IBM Requires: 486+, CD-ROM, 8bmRAM, SVGA, hard disk.* **$25.00**

STAR TREK OMNIPEDIA S&SI
The comprehensive, voice activated electronic database to the Star Trek universe. Utilizes photoes, video, graphics text and audio to bring to life thousands of indexed entries, cross-referenced from the three TV series and six classic feature films. Includes charts, maps, starship diagrams, 3D realistic renderings, etc. Includes a free Star Trek Omnipedia hat, and a Star Trek Epics Collection on Audio. *IBM Requires: 486 or Pentium, SVGA, Microphone (to use voice activation option), 2spCD-ROM, 8bmRAM.* **$75.00**

STAR TREK PINBALL Interplay
Three unique Star Trek pinball tables with original series Star Trek graphics, voices and sound effects. Includes multiple ball play, ramps, bumpers, multiplayer, tilting, etc. Includes a Klingon table. *IBM Requires: Pentium 90, 16mbRAM, SVGA, hard disk, 2spCD-ROM.* **$40.00**

STAR WARPED Parroty
A complete send-up of the *Star Wars* trilogy movies. Contains hours of wild entertainment filled with game play, trivia and on-line goodies lampooning the legendary box office trilogy. Features "Whack an Ewok", a fighting game, a time machine that lets you visit baby Yoda, Death Star Destructo, etc. *IBM Requires: Windows, 486/66, 16mbRAM, SVGA, 2spCD-ROM.* **$22.50**

STAR WARS Collection LucasArts
This is the LucasArts Archives Vol.II. It includes six CDs containing four games and a special presentation: Dark Forces, Rebel Assault, Rebel Assault II, Tie Fighter, and a special behind the scenes look at the re-done Star Wars Trilogy to be released early '97. *IBM Requires: 486/66, Win '95,CD, 8mbRAM.*
IBM - $80.00 **MAC - $90.00**

STAR WARS Masterpieces LucasArts
Includes 5 CDs with Rebel Assault, Rebel Assault II, Dark Forces, Jedki Knight playable demo, and Making Magic, a behind the scenes look at making the re-done Star Wars Trilogy movies. *IBM Requires: Pentium 90, 16mbRAM, 2spCD-ROM, hard disk, SVGA.* **IBM - $40.00**

STAR WARS REBELLION LucasArts
Galactic colonization and conquest on an epic scale, set in the Star Wars universe. Take control of either the Rebel Alliance or the Galactic Empire as you vie for the support of up to 200 worlds. The real-time environment will test your strategic mettle at every turn. Features comprehensive resource management. Strategic aspects of the game let you manage manufacturing which includes dozens of captial ship types such as Star Destroyers and freighters, as well as eight types of fighter, resources, fleet deployment and mission assignments. Also features an innovative 3D battle simulation where you take complete control of entire battlefleets of space ships in dramatic battle sequences, almost a separate game in itself. There are dozens of characters for both the Rebel Alliance and Empire. Can be played two player. *IBM Requires: 4spCD-ROM, SVGA, Pentium 100 (for2 pluyer, Pen 90 for 1 player), hard disk, 16mbRAM.* **IBM - $80.00**

THE 3RD MILLENNIUM Cryo
What will the next 500 years be like? You decide. In this game, Earth is divided into 260,000 lots which constitute a geopolitical mirror, giving a detailed global overview of existing resources and manpower. The players strategic choices include the economy, environment, society and science. From balancing the budget to taxing pollution, muzzling the press or forcing birth control, a wide variety of political powers are at your disposal. But be careful - you don't want to lose the elections! Characters from diferent backgrounds will either help you or block you. *IBM Requires: Win'95, Pentium 90, 16mbRAM, hard disk, 4spCD-ROM, SVGA.* **IBM - $50.00**

THE HOUSE OF THE DEAD Sega
From the adults-only arcade game, not recommended for people under 15 years age. It is December 1998, strange goings-on at the top secret experimental facilities of DBR Corporation. Research staff are missing, and the worst is feared as sinister rumors surround the former lab director, Dr Curien. Special agents Thomas Rogan and G have been sent on an urgent mission to investigate the mysterious disappearances and determine the nature of Curien's research, But nothing could prepare them for what lies waiting at the House of the Dead. Optimized for Direct3D. *IBM Requires: Win'95, Pen 90, 16mbRAM, hard disk, SVGA, 2spCD-ROM.* **IBM - $70.00**

The Journeyman Project 3: Legacy of Time RedOrb
A stunning adventure in the league of *Myth*. You are Gage Blackwood, TSA Agent 5, charged with guarding the sanctity of history. As you embark on an urgent mission to investigate a time distortion hidden deep in the past, you discover a recorded message from the fugitive Agent 3 that leads you on a race against time. Somewhere in the past, within three mythical cities long since destroyed, lie the clues you need to save the future from destruction. Assume the identity of 18 characters and experience their ancient cultures first-hand using the chameleon jumpsuit. Live action video reveals critical clues and informs you of your progres throughout the journey. Witness the destruction of El Dorado, City of Gold, unearth the beauty of Shangri-La, and dive into the mysteries of Atlantis. Looks great. *IBM Requires: Win'95, Pentium 90, 16mbRAM, 4spCD-ROM, hard disk, SVGA.* **IBM - $105.00**
Legacy of Time Official Hint Book **$30.00**

THE X-FILES GAME Fox
An adventure game using live-action film, including David Duchovny and Gillian Anderson. You play the role of Craig Willmore, assisgned to assist Special Agents Mulder and Scully in their latest investigation into paranormal activity. Follow a trail of elusive clues, sift through evidence at crime scenes, use a wide variety of standard issue FBI equipment and tools, conduct interviews with witnesses and suspects, to solve the case. All original footage. The branching multiple plot lines change in response to your actions. *IBM Requires: Pen 120, 16mbRAM, 4spCD-ROM, hard disk, SVGA.* **IBM - $90.00**
Prima's Official Strategy Guide to The X-Files **$30.00**

THE X-FOOLS Parroty
A complete send-up of the X-Files. Join Mully and Scudder, two ultra-paranoid ex-FBI agents, as they expose the real truth in this hilarious CD-ROM, packed with interactive games and paranormal activities. Play "Abduct This!" and beam up cows, aliens, men in black! Play "Run agent run!" Test your knowledge in this X-Foolish trivia game, and much more. *IBM Requires: Windows, 486/66, 16mbRAM, 2xCD.* **IBM - $22.50**

TIE FIGHTER COLLECTOR'S CD-ROM Lucas
Tie Fighter is a superb, easy to play conflict simulator, where you play the part of an Imperial pilot, fighting the Rebel Alliance, Pirates, and even other alien races. Unlike before, you can set your Tie fighter to invincible, and the mission still counts. The training course at the beginning of the game is easy compared to X-Wing, and the joystick gives a smooth, easy ride, without you having to re-calibrate the thing every five seconds like in X-Wing. The mouse also provides easy control. Dogfighting is heaps of fun, and there are new commands, the best one being one keystroke to make your Tie fighter match the speed of your target. You get to fly a host of Imperial craft - Tie Fighters, Tie Bombers, Tie Interceptors, Gunboats, Tie Advanced with shields, and Tie Starfighter. There are secret missions and objectives, great cinematic connecting scenes, improved graphics on all ships, great soundtrack and sound effects. You won't be disappointed. This special version includes all the add-on mission disks. *IBM Requires: 386/33 +, 2mb RAM, CD-ROM, hard disk, VGA, joystick* **IBM - $40.00**
Tie Fighter Hint Book **$40.00**

TOTAL ANNIHILATION Cavedog
A *Red Alert*-style game. What began as a conflict over the transfer of consciousness from flesh to machines has escalated into a war which has decimated a million worlds. You fight 50 single player missions, controlling and fighting 150 different units, over a variety of worlds including snow, open water, lava, high mountains, and metal worlds. Features realistic 3D firing trajectories using true physics for cannons, missiles, rockets and nukes; control the sea with a full complement of advanced naval units; true 3D terrain that can be climbed over, around, and use to advantage; and great explosions! *IBM Requires: Win'95, Pentium 100, 4spCD-ROM, SVGA, 16mbRAM.* **IBM - $50.00**

Total Annihilation: Core Contingency 25 all new missions, 75 power ful new units - so now you can protect your bases by building them underwater and surprising opponents with sea-based amphibious armies; the giant Krogoth Khot, map & mission editor, etc. **$30.00**

Total Annihilation: Battle Tactics Features 100 smaller, quicker battles to satisfy that nagging Total Annihilation fix. New maps provide fresh opportunity for ambush. Multiple paths to victory. **$30.00**

Total Annihilation Hint Book Unlock the secrets! **$27.00**

TRIBAL RAGE Talonsoft
The year is 2030 and the World is in shambles, in this post-apocalyptic real-time *Red Alert*-style strategy game unlike any game ever released. Years of war, famine and plague have forced the survivors of Earth into tribes that sweep across the wastelands, fighting one another for what precious resources, safe lands, and bad jokes that remain. Bikers burn & pillage, Cyborgs search and destroy, Enforcers uphold the law, stunningly gorgeous Amazons, evil Death Cultistsand the Trailer Trash all add to the mayhem. You can lead any one of the six tribes in single or multiplayer campaigns or missions, fight across heaps of different battlefields, and an editor that lets you edit warriors, vehicles and scenarios. *IBM Requires: Win'95, Pentium 133, 16mbRAM, 4spCD-ROM.* **IBM - $90.00**

UPRISING Cyclone
A futuristic tank simulator where you also control other units that fight alongside you. A lone world rises up against an oppressive galactic power. Join your troops on futuristic battlefields in this intense blend of heart-pounding action and real-time strategy, with absolutely stunning graphics. Play from the perspective of a battlefield commander inside your deadly assault tank, the Wraith. Strategically deploy troops, tanks, bombers, jet fighters, and other units while fighting alonside them. Set up and defend citadel bases, mine for power resources, build new weapons of destruction. Lead the war from planet to planet. *IBM Requires: Win'95, Pentium 90, 16mbRAM, 2spCD-ROM, 1mbSVGA.* **$55.00**

ULTIMATE GAMING PACK Various
Includes an analog joystick, mouse pad, and three complete games, being: *Mechwarrior 2 Mercenaries, Hyper Blade,* and *Time Commando. IBM Requires: Pen 90, Win'95, 16mbRAM, hard disk, SVGA.* **$75.00**

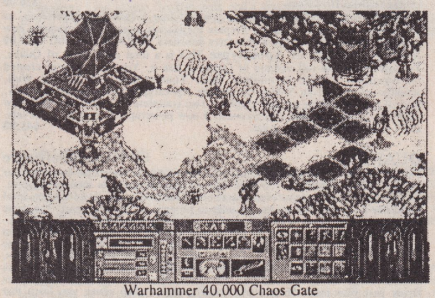
UNREAL GTI
You've been arrested and sentenced to life imprisonment on a penal colony. But the prison ship has crash landed on an unknown planet...Look around, crystal clear water shimmers, shadows shift, alien architecture fades into the distance. Godless temples beckon, darkness falls. You are an uninvited guest in the fastest, sleekest, and most dangerous 3D world ever created. A 3D Quake II style game. Features the most advanced 3D engine ever created. Spectacular colored lightning and hyper realistic environmental effects in software and hardware. Ruthless artificial intelligence. Unreal enemies are intelligent, cunning masters of their domain - they will track you down anywhere, communicate with each other, call in reinforcements if necessary and relentlessly pursue you. Portals, distinctive skins, etc. Also features the Level Editor with which they made the game. *IBM Requires: Pentium 166, 16mbRAM, 4spCD-ROM, Win'95, SVGA, hard disk.* **IBM - $95.00**
Unreal Official Strategy Guide With CD with additional levels. **IBM - $27.00**

URBAN ASSAULT Microsoft
In the bowels of a toxic Earth, you are the leader of what remains of the human race. Your task...to repel the hordes of alien invaders and renegade human forces that have descended upon the planet's corpse. Control a fully-loaded army over a wasteland of vehicular genocide, whether building resources or deploying armies from your floating Host Station, or teleporting your shell-shocked mind into the first person cockpit of any vehicle you command. 15 classes of vehicles including tanks, helicopters, jets, jeeps, bombers, satellites, etc. Great, ominous environments, 5 enemy races, 30 enemy vehicles, 40+ non-linear levels. *IBM Requires: Pentium 133, Win'95.* **IBM - $90.00**

WARBREEDS RedOrb
In a far off galaxy, the once great Empire of Yedda has all but perished. In the aftermath, the four former slave Clans have seized upon the Yedda genetic technology to alter their own DNA. Take command of one of these four Clans, each with their own distinct skills and abilities. Conquer your enemies and steal their DNA to strengthen your Clan's skills and firepower - there are over 35,000 possible combinations of genetic material and weapons available. A real time strategy game. You can use preset attack formations, or create your own. A simple resource management model. *IBM Requires: Win'95, Pen 90, 16mbRAM.* **$70.00**

WARGAMES EA
Revolutionary 3D graphics with 3DFX chip set support. From New York to the Alpine Slopes, blast your way through real global environments. Real 3D weather effects make spontaneous troop movements and flexible battle plans critical. Exploit environmental advantages, use the terrain to hide and launch surprise attacks. Square off against advanced AI, command futuristic NORAD or WOPR units from tanks, destroyers, bombers, dreadnoughts to laser tanks and mechs. Supports multiplayer. *IBM Requires: Pentium 133, 16mbRAM, 4spCD-ROM, SVGA, hard disk, Win'95.* **Playstation - $90.00** **IBM - $80.00**

WARHAMMER 40,000 CHAOS GATE SSI
At last! Warhammer 40,000 becomes a computer game. Command a squad of up to 12 Space Marines & Terminators, plus Predators, Rhinos, Land Speeders, & Dreadnaughts in a spectacular semi top-down 3D game. This is a squad-level, turn-based tactical action that pits players against Chaos Lord Zymran, in an attempt to unravel the mystery of an ancient relic. Stunning 3D rendered movies prepare players for the campaign missions. Commanding the Ultramarines, you can embark on the 18-mission campaign or play single randomly generated missions. Build custom missions with the mission editor. Marvel at the glorious effects of missile launchers, plasma guns, heavy flamers, lascannons, vortex grenades, psykers, etc. Each marine can perform up to 20 actions. Can be played multiplayer using network cards or the internet. *IBM requires: Pen 133, 32mbRAM, Win'95, 8spCD-ROM, 2mbSVGA. Due Nov.* **IBM - $50.00**


Warhammer 40,000 Chaos Gate

Wing Commander Kilrathi Saga This game includes Wing Commander I, Wing Commander II and Wing Commander III. The game is modified for Windows'95, no more DOS installation required. The game speed is also changed so that you can play on a Pentium. Thats around 140 missions! *IBM Requires: Pentium 60, 16mbRAM, hard disk, CD-ROM, SVGA, Win'95.* **$50.00**

WING COMMANDER V: PROPHECY Origin
Continuing the story of *Wing Commander IV*, except instead of playing Christopher Blair, you now play a newbie, rookie fighter pilot 2nd Lt Lance Casey. You serve on board the megacarrier TCS Midway, when a new menace appears from amongst the ashes of the Kilrathi Empire - a new insectoid alien race possessing living fighters and ships. These terrifying aliens have destroyed everything and everyone in their path - can you stop them? You fly against fighters, all manners of capital ships, including three which combine together to make one huge vessel! The game still features cinematics, but these take a backseat to the flight simulator, so the game is more like Wing Commander II and III, rather than IV. There are over 50 missions, and the storyline changes according to how well you do on the missions. Looks brilliant, and still has 5 levels of difficulty. *IBM Requires: Pentium 166, 32mbRAM, hard disk, 4spCD-ROM, 2mbSVGA, Win'95.* **$80.00**
The Official Strategy Guide to Wing Commander Prophecy **$30.00**

WOLFENSTEIN 3-D on Windows'95 idSoftware
The two classics, Wolfenstein 3D and Spear of Destiny, the original 3D games that inspired Doom and Quake, now available for the first time on Windows'95. Also includes playable demos of Hexen II and Quake II, giving you the first three levels of each. *IBM Requires: Win'95, Pen 90, 16mbRAM, 2spCD-ROM, hard disk.* **IBM - $30.00**

X-COM APOCALYPSE Microprose
The ultimate strategy combat game. A substantial upgrade from the previous two X-Coms. You command the elite X-COM troops as they strive to investigate and repel an alien invasion of Earth. By hiring scientists and engineers, you can research and manufacture new weapons, vehicles and armor. You must discover the source of the alien invasion, penetrate the alien homeworld and destroy their control centre. *IBM Requires: Pentium 75+, 16mbRAM, SVGA, CD-ROM, hard disk.* **$50.00**
X-COM Apocalypse Official Strategy Guide **$30.00**

X-COM INTERCEPTOR Microprose
The aliens are out to destroy earth and rule the new Frontier. As X-COM commander, it's your sole duty to protect humanity. Battle the aliens from the cockpit of a high-tech interceptor in a full-blown flight simulator, in dynamic missions that directly affect the final outcome of the struggle. Vaporise your foes with more than 20 different weapons; become the aggressor as new technology and better weapons are added to your aresenal and strike right at alien supply bases and outposts; build and manage your bases and personnel; research captured alien weapons and technology. *IBM Requires: Pen 133 3D Graphics acc, or Pen 166 without, Win'95, 16mbRAM, 4spCD-ROM, SVGA 16bit.* **IBM - $90.00**

X-WING COLLECTOR's CD-ROM LUC
The original X-Wing Star Wars flight simulator combat game, but this special CD-ROM version also includes six brand new missions, improved 3D graphics, sound and voices have been upgraded, and both additional tour of duty campaigns have been added, Imperial Pursuit and B-Wing. However, if this game is anything like its first release, don't bother playing it unless you can get access to a game editor that's commonly available on the Net. Without the editor, some missions you *cannot* get past unless you have an IQ of 200 with the reflexes of a seven year.old. *IBM Requires: 386/33, 2mbRAM, CD-ROM, hard disk, VGA* **$40.00**
X-Wing Collector's Hint Book **$40.00**

X-WING COLLECTOR SERIES LUC
Contains *X-Wing* (with 120 missions), *Tie Fighter* (with 100 missions) and *X-Wing vs Tie Fighter* with 14 missions. *IBM Requires: Win'95, Pen 100, 16mbRAM, 2spCD-ROM, joystick, SVGA, hard disk.* **IBM - $50.00**

X-WING vs. TIE FIGHTER Lucas
One of the gaming advents of the year. At last you can go head to head against other human players flying X-Wings and Tie Fighters. You can play against the computer or 2 - 8 human players over a null-modem, modem or the internet. Fly over 50 combat missions in 9 meticulously enhanced Star Wars starfighters. Engage in melees, taking on all rivals, to see who is the best pilot.Choose your craft and your weapons. Graphics are absolutely superb, and you don't have to pass some stupid flying academy before you can do the real thing, but there are training flights you can take that talk you through the various keyboard controls and weapons systems. You can play Imperial or Rebel. Capital ships are beautiful but much tougher than there were in the movies. Comes with 2 CDs for multi-play. *IBM Requires: Win'95, 16mbRAM, 2spCD-ROM, SVGA.* **$60.00**

BALANCE OF POWER The one criticism of *X-Wing Vs TIE Fighter* was that there was no campaign, just unrelated scenarios. This expansion CD is an all new story-driven campaign, one for the Imperials and one Rebel. There are 30 missions in which up to 8 players can play co-operatively. Seek out and destroy a Rebel shipyard, ravage a Super Star Destroyer. Looks great! **$40.00**

STELLAR COMBAT 25 new missions for X-Wing Vs Tie Fighter, all 100% unofficial. Also has new missions for Descent II. **$20.00**

Fantasy

AGE OF WONDERS EMG
Prepare to return to a time when elves, dwarves and orcs inhabited the Earth, a time when mortal humans battled for survival against the mighty armies of darkness. Prepare for an adventure where you will uncover wondrous ancient artifacts, awesome magical power, and the secrets of the shattered dark elven empire. Allows custom scenarios and single player campaigns. Twelve races with 14 units each. Over 50 heroes, 50 magical items, 100 spells. *IBM Requires: Win'95, Pentium 90, 16mbRAM,SVGA, hard disk. Due Dec.* **$90.00**

ANCIENT EVIL SLS
A fantasy adventure a bit like *Diablo*. The Crypt of the Ancients has caused the demise of anyone who has ever entered it. Except for Alaric. And now Alaric offers 50,000 gold coins to anyone who can enter and survive and return. But something is very wrong. A ghost appears and warns everyone that unless Alaric is stopped, doom will befall the whole world. With 65,000 color high-res graphics, 35 different monsters, 30 spells, characters can read books they find, sleep in beds they find, etc. *IBM Requires: Pen 120, Win '95, 16mbRAM, 4spCD.* **IBM - $75.00**

BATTLESPIRE Bethesda
From the epic roleplaying world of Daggerfall and Arena, springs forth a sinister tale of mortal conflict and triumph. The celestial citadel known as Battlespire has been ravaged by a black hearted Daedra Lord. If this evil Lord and his minions can so easily brush aside an entire defending garrison, what chance do you have alone? Custom-build your own character, chat with, conspire and then betray your enemies. Battle fiends so cunning they smell your blood, hear your footsteps, track you like prey. Explore exquisitely detailed 3D interiors and exteriors. From ominous dungeons to towering castles. Supports multiplayer play. *IBM Requires: Pentium 133, SVGA, 4spCD-ROM, hard disk, 16mbRAM.* **$75.00**

BETRAYAL IN ANTARA Sierra
Welcome to the Antaran Empire. This Empire was forged generations ago by a king who covertly gathered mages to his side and used them to unite the provinces under his banner. However, over time the Imperial institutions have fallen prey to corruption and decay. In this fantasy role playing game, the player characters become embroiled in a devious plot of manipulation, political agendas, secret societies, racial hatred, magical discoveries, abduction and assassination. No other fantasy roleplaying computer game comes close to Antara's magnificent 3D terrain and advance combat system. Features dozens of different creatures and villains, dozens of characters to interrogate, the unique "flashback" feature to replay discussions at any time; you control a party of four characters, etc. *IBM Requires: 486/100, 16megRAM, 4spCD-ROM, Win'95, SVGA.* **$50.00**
Betrayal in Antara The Official Strategy Guide Hint Book. **$30.00**

BROKEN SWORD Shadow of the Templars Revo
A 3D adventure. A young American, George Stobbart, finds himself on a mysterious and compelling escapade in which he encounters intrigue and sinister collusion. Who are the new breed of savage warriors? Where does their gothic power come from? Who were the Templars? With puzzles to solve, 70 detailed locations to explore, 60 characters to interact with, 50 usable items, and 18 classically animated sequences. *IBM Requires: 486/66, SVGA, 2spCD.* **IBM - $20**

CAMPAIGN CARTOGRAPHER - New PRO
Cowabunga! Just what I've always wanted - a computer based package for drawing maps, including all of those quirky little symbols that make RPG maps so visually exciting (like trees, mountains, towns, roads, rivers, battlemaps, coastlines, etc). Comes with a large, thick 240 page manual. Tutorials run you through the basics of drawing your map and placing various items. (I was having so much fun placing little ships that I actually laughed out loud at one stage!) First you decide the scale of the map, then draw coastlines. You then fill your land masses with mountain ranges, jungles, deserts, swamps, cities, towns, villages, battle sites, evil temples, etc. Each of these features can also be shown in appropriate color, on screen, or when printed. By using a CAD feature referred to as levels, you can make several maps from one original, each showing different levels of detail. The one with lowest detail, ie, mountains, forests etc, is the first one you give to player characters when they start a new campaign. And being able to print maps from any zoom level is a great bonus too. *IBM Regs: hard disk, 3.5" FDD, SVGA, mouse, Windows'95, Pentium 90, 16mbRAM.* **$129.00**

DAGGERFALL: Elder Scrolls II Bethesda
The second chapter in the highly acclaimed Elder Scrolls role playing series. An opportunity to adventure in total freedom within a world where your destiny is of your own making and consequence evolves from your decisions. Features the largest role playing world ever created for the computer. Adventure through thousands of cities, villages, dungeons, graveyards, ruins, castles, shrines and farms. Interact with thousands of characters, both in dialogue and action. Involve yourself in a complex world of constantly evolving political intrigue. Own property and ships, participate in the politics of guilds etc. Customize your character or even create a unique character class. Participate in numerous large-scale complex quests or venture off on your own. A multiple path story, with several different endings. *IBM Requires: 486/66, 2spCD-ROM, VGA, 8mbRAM, hard disk, DOS 6.0 +.* **$80.00**
Daggerfall Unauthorised Strategy Guidebook **$30.00**

DEATHTRAP DUNGEON Eidos
A 3D animated adventure, where you play either Red Lotus, the alluring assassin, or Chaindog, a savage warrior. Built by a mad baron to bring notoriety to his town, only the brave or foolish would dare to enter Deathtrap Dungeon. Full of riches and secrets, but no-one has ever returned alive. Full of hellish monsters, pits and traps. With 18 massive levels. 55 types of monsters including Amazons, 32 weapons, spells and charms. and endless up-close-and-personal combat. *IBM Requires: Pen 90, Win'95, 16mbRAM, 16bitSVGA, 2spCD-ROM.* **IBM - $90.00**
Prima's Official Strategy Guide to Deathtrap Dungeon Full color. **$30.00**

DIABLO BLIZ
This is a very popular game. You embark on a quest to destroy the lord of all evil - Diablo. Feel the terror of a world held in the grasp of the lord of all evil. Over

200 different monsters inhabit this ever changing world. Storm Diablo's halls as either warrior, sorcerer, or rogue, each with unique skills and abilities. March through endless lands with flowing lava, burning sulphur, medieval villages, etc. Up to four players can unite to destroy Diablo via Internet, network, or two via head-to-head. The game offers unprecendented replayability, as everytime you play, Diablo creates a unique labyrinth. With spine-chilling SVGA graphics, 3D modelling characters from a semi-top down 3D view, real time lightning effects, etc. *IBM Requires: Pentium 60+, 8megRAM, SVGA, hard disk, CD-ROM, soundcard, Win'95.* $60.00
Diablo Official Strategy Guidebook $30.00

Hellfire Na-krul, Diablo's strongest ally, has decided to destroy Diablo and rule hell himself, and gathering together a smal army of never seen before monsters, he now poses a threat almost as deadly as Diablo himself. So up against Na-krul you go! With 29 new foes including a lich, undead, skeleton sorcerer, grave digger, hork demon, etc. 30 new items, seven new spells including a lightning wall and warp; a new character class, the monk, and all-new randomly generating levels. $50.00

DIE BY THE SWORD — Interplay

Adventure deep into a sinister undermountain stronghold to rescue your true love from a horrific sacrifice, in this 3D adventure. Explore seven distinct environments like ancient temples, haunted burial crypts, and the heart of an active volcano. With unlimited 3D freedom of movement, Battle a vast array of horrific monsters who use tactics and strategy including orcs and kobolds. Can be multiplayer over a modem or serial. Create and store custom moves: invent and save backflip parries, spinning attacks, etc. You can even fight hanging upside down from a swinging rope.*IBM Requires: Pentium 100, 16mbRAM, 4spCD-ROM, SVGA, Win'95, hard disk.* $50.00

FANTASY GENERAL — SSI

It is a fantasy wargame using the *Panzer General* vehicle, which is superb. You play one of four fantasy generals battling an evil warlord and his minions over four continents. There are over 120 types of fantasy units, ranging from heavy infantry such as legions, samurai, treemen, elementals; light infantry such as skeletons, auxilia, javelinmen, ratmen; cavalry include lancers, centaur knights, unicorns, cataphractoi; sky hunters such as eagle and griffon riders, wyverns, dragons; bombardiers such as Balloons, dragon riders, Zeppelins; siege engines such as catapults, multi-barrel cannons, disease throwers; and lots of special characters. Troops gain experience as they win battles, and you control production and training and research. There are 5 ready made campaigns but you can DYO scenario too. Graphics are great and game play is very challenging. *IBM Requires; 386/40+, 8mbRAM, VESA SVGA,CDROM, hard disk, mouse.* $50.00
Fantasy General Hint Book $30.00

FINAL FANTASY VII — Eidos

You've seen it advertised on TV, and here it is on the PC. An evil and powerful corporation is slowly draining life from the planet in an effort to control the universe. However, a small rebellion, known as Avalanche, has enlisted your help to fight back. Explore a massive and beautifully rendered locations. Team-up with and play a total of nine characters. Battle deadly creatures in this "real-time" turn-based battle system; over 60 minutes of cinematic sequences, seven mini-games and several sub-quests. *IBM Requires: Win'95, Pen 133 with 3D acc; or Pen 166, 32mbRAM, 4spCD-ROM, SVGA, hard disk.* IBM - $90.00

HEART OF DARKNESS — Infogames

A young boy, Andy, is trying to rescue his dog in this graphical adventure, but the Master of Darkness has sent an army of emaciated devils to stop him. Take Andy through 176 locations and 30 minutes of film action, climb, swing, twist, and swim around 8 worlds of stunning environments packed with puzzles and fiendish traps. *IBM Requires: Win'95, Pen, 16mbRAM, 2spCD, SVGA.* IBM - $90.00

HEROES OF MIGHT & MAGIC COMPENDIUM Includes Heroes of Might & Magic I and II and The Price of Loyalty expansion.. *M&M II:* Lord Ironfist is dead and the Kingdom is plunged into a vicious civil war by his feuding sons. At stake is the ultimate prize: control of the land and succession to the royal throne. Will you support the villainous usurper and lead the armies of evil, or be loyal to the righteous prince and deliver the people from tyrany. Features an unusually interactive campaign storyline. With 40 campaign scenarios (twenty each for good and evil), tons of new skills, spells and artifacts, 65 heroes, 66 monster types; expanded interactive battlefields with enlarged combat maps. *The Price of Loyalty Expansion Pack* Four new campaigns and a slew of critical enhancements. Discover new heroes and artifacts as you explore and conquer 24 new campaign maps and numerous stand alone scenarios. New cinematic scenes, new heroes, events and artifacts. *IBM Requires: 486/66, 8megRAM, CD-ROM, SVGA.* $80.00
The Official Strategy Guide to Heroes of Might & Magic II $30.00

HEROES OF MIGHT & MAGIC III — NewWorld

Queen Catherine has returned home to Erathia to find her father dead and the land in disarray. As she sets about trying to rebuild her father's empire, she finds a mysterious undead enemy at her doorstep, trying to complete the ruin of the empire. This mysterious figure turns out to be the raised body of her father. Now Catherine needs to destroy the evil armies and lay her father to rest. Six minicampaigns, which are story oriented. Features 50% larger tactical combat map, 16 different hero types, completely redesigned towns & castles, 100 unique units and creatures. *IBM Requires: 16mbRAM, 4spCD-ROM, 16bit SVGA, hard disk, Pen 133. Due Nov'98.* $90.00

HEXEN II — idSoftware

The much awaited sequel is here at last, this time built upon *Quake's* engine. The Four Horsemen of the Apocalypse lurk in the shadows before you. They are the root of all that is evil. They are the least of your worries. The last known serpent rider, Eidolon, lives. As the Necromancer, Assassin, Crusader or Paladin, you must defeat the dark generals and their hell-spawned legions before you can face the Archfiend and attempt to end his ravenous onslaught. With 32 new weapons, as you gain experience you gain more hit points and extra abilities for your character class, fight four stunning worlds, Medieval, Egyptian, Mesoamerican, and Roman. Smash stained glass windows, collapse structural beams, pulverise trees. *IBM Requires: Win'95, Pentium 90, SVGA, 16mbRAM, hard disk.* IBM - $50.00
Prima's Hexen II Unofficial Game Secrets Hint book. $30.00
Hexmaker The first official level editor for Hexen II. Has a total editing environment, using a windows interface. Has ten new levels which can also be used as a basis for making new levels. Supply your new worlds in minutes with objects already created and ready to serve you. Cast your own images with robust creation tools. $40.00
HEXEN II MISSION PACK You can play a demoness armed with new weapons, new spells and powers. Revisit the medieval world of Blackmarsh, and continue the experience in the new Tibetan Hub. Explore 15 ever more challenging levels, including icy terrain, and crawling with demonic new enemies. $40.00

HEXPLORE — ocean

Immerse yourself in a fantasy medieval world. A world where the Grand Master of the Black Magicians has sworn to take possession of the Book of Hexplore. From this moment, the world of this fantasy party-adventure game is in great peril; for this manuscript will lead those who find it to the Garden of Eden, the resting place of the Divine Power. So a group of heroes embark on a mission. Your party will have four characters, which you recruit, over 200 maps to explore, offers 360° camera views without an accelerator card. *IBM Requires: Pentium 100, SVGA, 16mbRAM, 4spCD-ROM, hard disk, Windows '95.* $75.00

KING'S QUEST COLLECTION II — Sierra

With ten games, including - King's Quest 1, King's Quest 2, King's Quest 3, King's Quest 4, King's Quest 5, King's Quest 6, King's Quest 7, The Colonel's Bequest, The Dagger of Amun Ra, and Mixed-Up Mother Goose Deluxe. *IBM Requires: 486/25, SVGA, 8megRAM, 2spCD-ROM.* $75.00

LIGHT AND DARKNESS The Prophecy — Interplay

An adventure similar in style to *Myst*. "Prophets have said that life as we know it will end on May 5th, 2000 AD. According to these prophecies, the final battle between the forces of light and darkness has already began. Unleash a new millennium of adventure gaming. Race through surreal environments, outwit infamous apparitions, steal their earthly artifacts and redeem their souls. As the Dark Lord's plans are revealed, you'll need to act quickly or the apocalypse will be upon you. *IBM Requires: Win'95, 4spCD-ROM, Pentium 90, 16mbRAM, SVGA.* $80.00

LORDS OF MAGIC — Sierra

Sequel to Lords of the Realm II - except its fantasy this time! A world inhabited by Elves, Dwarves, Gnomes, Faeries, Giants,, Dragons, and other creatures. The evil lord Balkoth has discovered an ancient artifact that has given him great power. He has formed a pact with the Barbarians and is rampaging all the lands. Being one of the leaders of the Free Peoples, you have to stop him. A strategy game with real time combat and turn based resource management. You develop and train wizards, warriors, thieves, and many other allies. You can even play as Balkoth. With 80 different animated creatures/races from skeletons to dragons, 160 spells, multiple paths to victory, etc. *IBM Requires Pentium 100, Windows '95, 16mbRAM, hard disk, 4spCD-ROM, SVGA.* $65.00
Prima's Official Strategy Guide to LORDS OF MAGIC $30.00

MAGIC THE GATHERING — Microprose

The computer game of Magic the Gathering, by Sid Meier and Richard Garfield. The world's favorite strategy card game comes to life on your computer. Cast spells and enchant creatures as you marshal your forces on a magical battlefield. Sorcerous advisors provide ready guidance in rich multimedia style. Refine your card selections and assemble the Killer Deck. Play the part of an eager young wizard in your quest to banish all evil from the realm of Shandalar. Challenge the computer's AI to a match in the Duel at any time. SVGA hi-res graphics showcase nearly 400 pieces of fantasy art from the real cards. *IBM Requires: Windows '95, Pentium, SVGA, 8megRAM, hard disk.* IBM - $50.00 MAC - $90.00

Magic the Gathering Spells of the Ancients Return to an age when the masters of the game dueled with legendary cards such as the Juzam Djinn and Juggernaut. Double the challenge with on-the-spot deck construction in a sealed-deck tournament. Features 143 new cards from the Unlimited, Arabian Nights and Antiquities sets. Newer, deadlier AI decks - the computer has 60 new prebuilt decks. *Requires as above.* IBM - $30.00

Magic the Gathering Limited Edition Pack Contains the above two games, *Magic the Gathering* and *Spells of the Ancient*, as well as *Manalink*, multiplayer Magic and 85 new cards to use in the game. $75.00

MIGHT & MAGIC TRILOGY — NEW

The perfect compilation for novice and expert players alike - three role playing epics in one. Prepare to be awed by the Might and entranced by the Magic. Includes a bonus never seen before adventure, Swords of Xeen. The trilogy includes *M&M III: Isles of Terra, M&M IV: Clouds of Xeen*, and *M&M V: Darkside of Xeen. IBM Requires: CD-ROM.* $50.00
Might & Magic Compendium Hint Book $40.00

MIGHT & MAGIC VI The Mandate of Heaven — NEW

The Ironfist Dynasty is tottering on the brink of ruin. As endless calamities plague the kingdom of Enroth, evil doomsday cultists plan to overthrow child Prince Nicolai an delaim the throne for their own charismatic leader. From the depths of the deepest dungeons, to the intrigues of the royal court, you will lead a band of adventurers on a dangerous journey of amazing depth and intelligence. Master your destiny in a non-linear storyline where your choices and actions determine the game's outcome. Explore the intricacies of hundreds of subplots, spin-offs, and mini-quests. Real-time or turn-based combat. 16 bit, 65,000 color graphics. *IBM Requires: Pentium 90, Win'95, 16mbRAM, 4spCD, SVGA, hard disk..* $90.00
Might & Magic VI Limited Edition This edition includes M&M VI, as described above, plus all five previous Might & Magic games. $110.00
Might & Magic VI Prima's Official Strategy Guide $30.00

MYST — BRO

Journey in this game to an island world surrealistically tinged with mystery...where every vibrant rock, scrap of paper, and sound may hold vital clues to your unraveling a chilling tale of intrigue and injustice that defies all boundaries of time and space. Only your wits and imagination will serve to stay the course and unlock the ancient betrayal of ages past. Combine keen observation and logic to unlock the secrets of Myst. Walk through stunning 3D photo-realistic graphics. View incredible video and animation. Experience a first person point of view with no distracting controls or windows. You have to discover everything by yourself. IBM requires: 486, Windows 3.1, 4mb RAM, SVGA, CD-ROM, hard disk. IBM - $50.00

RIVEN - The Sequel to Myst — BRO

Enter a deceptively beautiful world torn apart by age-old conflicts...where secrets lie hidden at every turn, and nothing is as it seems. You must search. You must explore. You must must summon every spark of intellect and intuition. Only then will you learn the truth about this troubled land and its inhabitants. You must let Riven become your world, before an entire world is lost. With absolutely stunning SVGA graphics, you can freely explore the vast and complex world, and there are a number of pathways to choose. *IBM Requires: Win '95, Pentium 100, 4spCD-ROM, SVGA, hard disk,* IBM - $80.00
Riven - The Official Strategy Guide Trust me, you'll need it! $27.00

PANDEMONIUM 2 — CD

Join Nikki, Fargus and Sid on their adventure to destroy the Evil Goon Queen as she attempts to capture the magical Comet of Infinite Possibilities. Brilliant 3D graphics only available on this 3Dfx accelerated version, explore vast, bizzare levels, wreak havoc as yo hijack a giant mechanical robot for a 3D flying joyride, cliff and rope climbing, etc. *IBM Requires: Win'95, Pen 133, 16mbRAM, 4spCD-ROM, SVGA, 3Dfx graphics card, hard disk.* IBM - $50.00

P.Y.S.T. — Parroty

The best selling CD-ROM game of all time is *not* this game. It's not the real game, it's not the real publisher - it's a parody! (Of *Myst*, of course!) No one was chosen. Yet everyone came. Journey to P.Y.S.T. island, a place that has become a tourist trap for 4 million PC junkies. Only your attitude and sense of humor will help you discover the secret...that there is no secret. Shhh! Don't tell anyone! This is definitely not your average computer game! *IBM Requires: 486/33, Win 3.1+, 8mbRAM, 2spCD-ROM, SVGA, hard disk, mouse.* $20.00

QUEEN: THE EYE — EMI

Taking the musical legend of one of the greatest rock bands in history as its inspiration, this game is an action adventure game without parallel. Immerse yourself in five gloriously realised worlds as you struggle to overcome the evil all-seeing Eye. Interact with more than 40 motion capture characters, there are over 200 motion captured combat moves, more than 60 unique and perplexing puzzles to solve, over 120 minutes of specially re-mixed Queen tracks. *IBM Requires: Win'95, 4spCD-ROM, Pentium 90, 16mbRAM, SVGA.* $90.00

QUEST FOR GLORY Collection — Sierra

Make the journey of a lifetime as a warrior, mage or thief. Each adventure is its own unique quest, finish one and take your character into the next with powers and weapons intact. Includes four complete games, Quest For Glory I, Quest For Glory II, Quest For Glory III, Quest For Glory IV and Quest For Glory V Demo. *IBM Requires: Win, 386/25+, 8mbRAM, 2spCD-ROM, VGA.* IBM - $80.00

REALMS OF ARCANA TRILOGY — Sirtech

Contains all three *Realms of Arcana* fantasy roleplaying adventures. Explore huge cities, dungeons, underwater realms; join elves and dwarves against hordes of evil orcs; use spells, skills and hundreds of types of weapons and items. *IBM Requires: Win'95, 486/66, 8mbRAM, 2spCD-ROM, hard disk, SVGA.* IBM - $90.00

REDGUARD Elder Scrolls Adventures — Bethesda

You play Cyrus, a Redguard mercenary who returns to the province of Stros in search of his lost sister. You'll encounter pirates and all sorts of colorful people and creatures. Your adventures have you escaping from death traps, jumping across chasms, discovering Dwarven ruins, and tons of sword fighting. The advanced camera system allows for real-time 3D cinematic breaks in the gameplay. Featuring a lavish 3D city. *IBM Requires: Intel Pentium Processor, 16mb RAM, hard disk, SVGA, 4spCD-ROM. Due Jan'99.* $90.00

RISING LANDS Conquests & Civilizations — Microids

Rule the new world! Most life on Earth has been annihilated by the impact of a massive meteorite. Those fortunate enough to survive make clans that strive for supremacy. Build your civilization around agriculture, military, civil service or magic/religion. You can ally with the other clans, manage your economy, your special characters gain experience, military units include Stompers, Balloons, Speedsters, etc. 30 missions, 40 units and buildings for each clan. *IBM Requires: Pentium 90, 16mb RAM, hard disk, SVGA, 4spCD-ROM.* IBM - $75.00

RUNE WAR — MI

Select from Nine unique wizards and four clans as you vie for control of the Island of Four Winds. Conquer the Isle by summoning powerful denizens to do your bidding. Play 13 tile Japanese Mahjong with a magical twist. (Why?) Send your creatures into battle to expand the empire of your chosen clan. Acquire territory through land claim points captured in the Mahjong phase. (Oh.) Keep an eye on opponents while planning your own strategies in advance. *IBM Requires: Pen 90, Win'95, 16mbRAM, 2spCD-ROM, 1024x768 SVGA resolution.* IBM - $50.00

THE ULTIMATE RPG ARCHIVES — Interplay

Twelve award winning computer Roleplaying Games in one box, including Bards Tale I, II, III and Consruction Set; Might and Magic Clouds of Xeen and Might and Magic Darkside of Xeen; Stonekeep; Ultimate Underworld I and II; Dragon Wars; Wasteland; and Wizardry Gold. *IBM Requires: 486/33, 8mbRAM, 2spCD-ROM, SVGA, hard disk.* $60.00

THREE DIRTY DWARVES — SegaSoft

Four genetically altered kids trapped in a secret military base summon Three Dirty Dwarves from another dimension to free them from their evil captors. Problem is, the dwarves leave the time portal open and thousands of smelly orcs follow the dwarves into the Bronx. Head-smashing comic action results as the dwarves make their way through the orcs and plenty of other big city nasties on their way to save the kids. 15 levels of nonstop, base-everything action. Three levels of difficulty. *IBM requires: Pen 75, Win '95, 16mbRAM, 2spCD-ROM, SVGA.* $30.00

TOMB RAIDER Unfinished Business — EID

Adventurer Lara Croft has been hired to recover the pieces of an ancient artefact known as the Scion. With her fearless acrobatic-style, she runs, jumps, swims and climbs her way toward the truth of its origins and powers - leaving only a trail of empty tombs and gun-cartridges in her wake. On this trail are the most breath-taking 3D worlds yet seen - where exploration, puzzle and platform elements blend in a seemless real-time environment. With 5,000 frames for Lara, 16 massive levels on four continents, 3D perspective. This special version has four extra levels never seen before. *IBM Requires: Pentium 60+, 8mbRAM, SVGA, hard disk.* $50.00
Tomb Raider Game Secrets 108 page book. It's not easy unraveling the riddles of the ancients! You must travel through treacherous terrain, fathom impenetrable puzzles, and battle packs of wolves and other enemies. You need more than fast moves and quick wits. This book is your survival guide! $27.00
CAVE MASTER Add Ons for Dungeon Keeper and Tomb Raider $30.00
Lara's Book Dear me – the making of Lara Croft? Also original fiction with Lara Croft, thousands of pictures of Lara Croft wearing different clothes, complete strategies for playing the two Lara Croft games, etc. $30.00

ULTIMA COLLECTION — Origin

A special selection of 10 Ultima games, being Ultima I, II, III, IV, V, VI, VII, VII Part 2, VIII, and Akalabeth. Also a sixteen page Ultima Atlas, and exclusive interviews! *IBM Requires: 486/33, 4mbRAM, 4spCD-ROM.* $50.00
Ultimate Collection Hint Book Official Guide to Ultima Collection. $30.00

ULTIMA ONLINE – New Version — Origin

This updated version has had all of the bugs removed. This game cannot be played by itself. It can only be played online over the internet. Enter the magical world of Ultimate Online. A world with spells and monsters, quests and heroes. A living growing world where thousands of real people discover fantasy and adventure. The world is persistant. Life goes on and events transpire whether you're logged in or not. Come and go as you please. Britannia will always be there when you return - but it won't be the same as when you left. Your appearance, abilities and personality are your own. Has a virtual economy and ecology. *IBM Requires: Win'95, Pentium 133, 16mbRAM, 4spCD-ROM, Internet connection ability.* $50.00
Ultima Online Hint Book The official Ultima Online hintbook. $30.00

ULTIMA ASCENSION — Origin

Only you can restore virtue to Britannia, where the Guardian has conjured eight columns of evil, which rise from the deepest dungeons and drain all the land's magic. All new animated combat and spell systems. Over 50 fantastic creatures to play with that have individual AIs. A walkthrough tutorial. Simple to use inventory system. Stunning 16-bit color 3D graphics. *IBM Requires: Pen 133, 16mbRAM, 4spCD-ROM, 16-bit SVGA, Win'95. Due Sept.* IBM - $90.00

WARCRAFT II Tides of Darkness — Blizzard

Return to the world of WarCraft, where the battle between the evil orcs or noble humans rages on. With powerful new allies, terrifying new creatures and ingenious new weaponry, the struggle for the domination of Azeroth continues. Supports 2-8 players via network, one player against the computer, or two players via modem or null-modem, has a map builder, command new weapons of war including dragons, submarines, air-balloons, elven archers, griffins, battleships, and death knights. There are 28 campaign scenarios, enhanced AI, etc. And the new weapon types look great, including galleys with full sails, strange orc ships, subs, etc. *IBM Requires: SVGA, 486/33+, CD-ROM, 8mbRAM.* IBM - $50.00 Playstation $55
Warcraft II Official Secrets & Solutions Official hint book. $30.00

WARCRAFT II Expansion Set The humans must venture beyond the Dark Portal into the dark, uncharted lands of the orcish Horde. 24 new scenarios set within two new story lines (orcs or humans), over 50 custom maps, new legendary heroes, new 3-D cinematic sequences. You must have the full version of the game to use. *IBM Requries: as above.* $50.00

WARCRAFT BATTLE CHEST A massive boxed set that includes Warcraft I, Warcraft II plus Warcraft II Expanset Set. $99.00

The Next 350 Levels Over 350 new authorised battlegrounds. $50.00

WARLORDS III — SSG

The popular epic fantasy game of strategy and conquest is back in an all new third edition. Powerful wizards arise to contend for power and build a new empire. Zombies, elementals, and other unspeakable beings array against heroes, warriors, and mercs, humanity's last and best hope. Using shrewd strategy, fierce fighting skill, powerful talismans and ancient magic, you may conquer all of the other wizards and cities to become the greatest Warlord of all! You command heroes and armies in a semi top-down view, and a unique simultaneous mode shows each army's actions in real-time. Over 80 animated heroes, warriors and creatures. Powerful computer AI. Random map generator. Cast magical spells. And a campaign mode. Good fun playing against the computer or against human opponents. *IBM Requires: Win'95, Pentium 75, 16mbRAM, 4spCD-ROM, SVGA.* $75.00
Warlords III The Official Strategy Guide Hint book. $30.00

WARLORDS III DARKLORDS RISING — SSG

A pall of unspeakable evil, merciless slaughter and unbridled destruction has fallen across the realm of Etheria. Will you be able to stop their unholy juggernaut? 4 new campaigns and 15 stand-alone scenarios, plus the previous campaign and scenarios from the previous edition. Also features advanced AI, 9 new multiplayer games, 5 new heroes (making a total of 15), 31 new units (making a total of 95), cast 19 new spells, 9 new abilities, enhanced random map generator, revolutionary simultaneous movement enables you to charge, do battle and retreat all in real-time. A fully functional map, item and campaign editor. *IBM Requires: Win'95, Pentium 75, 16mbRAM, 4sp CD-ROM, hard disk, SVGA.* IBM - $90.00

WARHAMMER Shadow of the Horned Rat — MIN

Warhammer Fantasy Battle Miniatures game is now a computer game. You are the leader of the mercenary army the Grudgebearers, and it is your task to protect the Empire from endless hordes of orcs and skaven. There are more than 40 battles with gorgeous visuals, challenging strategies, in-depth backgrounds; there are lots of troop types to choose from; the battles are linked together by a detailed story; battles are real time with a semi top-down 3D view; & there is a complete campaign. All the troops statistics are straight from the Warhammer Fantasy miniatures game, leaders have their own names and stats; weapons include Short Bow, Long Bow, Wood Elf Bow, Crossbow, Gyrocopter Bomb, Volley Gun, Mortar, Rock Lobber, Cannon, Imperial Cannon, Doom Diver Catapult, Doomwheel, Greatsword, Hammer, Lance, Halberd, etc. Races included are the Empire, Elves, Dwarfs, Skaven, Orcs, Goblins, & Monsters. *IBM Requires: Windows 3.1, 486/66, 8mbRAM, SVGA.* IBM - $50.00 PlayStation - $80.00

WARHAMMER FANTASY - DARK OMEN — SSI

Set in Games Workshop's Warhammer Fantasy universe. In the great forests of the Empire, Morgan Bernhadt leads the mercenary army against the scourge of greenskin raiders. Elsewhere the mighty Dread King stirs. Battles take place in a full screen real-time 3D environment, with complete freedom to move, rotate and zoom. Command regiments of cavalry, infantry, and archers as well as wizards, war machines and colossal monsters. Sophisticated computer AI controls enemy armies or you can play against another human or via serial or modem. *IBM Requires Pentium 90, Win'95, 16mbRAM, hard disk, 4spCD-ROM, SVGA, 1mbVideo card.* $50.00

ZORK GRAND INQUISITOR — Activision

Expert puzzle-solver and treasure hunter sought for recovery of three sacred treasures. Rediscover the magic of Zork, visit the famous landmarks that made Zork famous. Enlist the aid of three fantastic characters on your magic quest: Lucy Flathead, a frogmoid and the Griff. Experience the wit and unpredictability of the Underground, a wise-cracking Dungeon Master, a fish with an attitude, and a subway system with no brakes. You have unprecedented 360° freedom. *IBM Requires: Pentium 90, Win'95, 4spCD-ROM, 16mbRAM, SVGA.* $50.00
ZORK: GRAND INQUISITOR Official Strategy Guide $30.00
Prima's Unauthorised Guide to ZORK GRAND INQUISITOR $30.00

Advanced Dungeons & Dragons

AD&D BALDUR'S GATE — Interplay

Set in the Forgotten Realms, Chaos threatens to overwhelm the Sword Coast. The state of Amn is under siege to the south, the High Moor is being overrun in the north, and the region around Baldur's Gate is in turmoil. And someone or something is sabotaging all the iron in the region - it all cracks from just normal wear and tear. So everyone's weapons are breaking and are useless. Is some ancient evil about to take advantage of this situation? Features real-time environmental effects such as rain, snow, lightning; absolutely stunning SVGA graphics; you have a party of five characters who fight 60 monsters and use 100 spells. *IBM Requires: Pentium 75, Win'95, 4spCD-ROM, hard disk, 8mb RAM, 2mbVideoRAM, SVGA Due Dec.* $90.00

AD&D BIRTHRIGHT: The Gorgon's Alliance — SSI

Role playing in the AD&D Birthright. The Gorgon builds his power through bloodheft - killing the kings of Anuire and consuming their divinely-granted bloodlines. You must command heroes, wizards and mighty armies to stop him. With role playing, battle-strategy and real time combat. Bright, 3D graphics bring the magical land of Anuire to life. 34 interactive characters and multiple variations make for amazing depth of play. You encounter treasures, resources, allies, and foes, including the Spider King, the

Gorgorn. Players can choose to play a thoughtful, turn-based game or a fast paced, real-time game. *IBM Requires: 486/66, CD-ROM, Win'95, 8megRAM.* IBM - $50.00

AD&D BLOOD & MAGIC — Interplay
Prepare to enter five sweeping tales of enchantment and conquest set in the most popular fantasy world of all time...the Forgotten Realms. With a semi-topdown 3D view, you visit five unique realms, with a total of 30 missions, each with its own unique landscape and exotic magical items to manipulate. Fantastic weapons, treasures, magical potions, violent spells, 30 AD&D Forgotten Realms creatures to fight with and against, a simple point-and -click interface. Armed with ancient artifacts, your troops rally forth to battle goblin hordes, dark wizards, and lords of chaos. *IBM Requires: 486/66, 8mbRAM, CD-ROM.* IBM - $50.00
AD&D Blood & Magic Official Strategy Guide $30.00

AD&D COLLECTORS EDITION — SSI
SSI made a series of really popular AD&D RPG adventures that have been unavailable for some time now. Well, now you can buy all 9 of them on CD-ROM for a great price. The nine games included with this package are (Forgotten Realms) *Pool of Radiance, Curse of the Azure Bonds,Secret of the Silver Blades* and *Pools of Darkness*;(Dragonlance) *Champions of Krynn, Death Knights of Krynn,* and *The Dark Queen of Krynn*; and (Savage Frontier) *Gateway to the Savage Frontier,* and *Treasures of the Savage Frontier.* You can transfer characters from one game to the next within each epic. *IBM Requires: 2mbRAM, CD-ROM, EGA/VGA,hard disk.* IBM - $60.00

AD&D DESCENT TO UNDERMOUNTAIN — SSI
The stone belly of Undermountain below Waterdeep plays home to horrific monsters, dark magics, and unspeakable evils. Experience these terrors in the first AD&D action RPG to offer multi-character development. In this spell-ridden maze of dungeons and rips in the very fabric of reality lies the ultimate threat...the Flame Sword of the Spider Queen Lloth. With 20 dungeons, 3D polygon monsters, uses the *Descent* game engine with full 360° movement, 7800 frames of animation, includes a Dwarf Temple, Egyptian level, Crypt, etc; reflecting mirrors, stained glass you can sort of see through, etc. *IBM Requires: Pentium 90, 32mbRAM, hard disk, 4spCD-ROM, SVGA.* $50.00

AD&D FORGOTTEN REALMS ARCHIVES — SSI
A compilation of 12 Forgotten Realms computer games. These are: Pool of Radiance, Hillsfar, Curse of the Azure Bonds, Secret of the Silver Blades, Pools of Darkness, Eye of the Beholder 1, 2 & 3, Dungeon Hack, Gateway to the Savage Frontier, Treasures of the Savage Frontier, & Menzoberranzan. *IBM Requires: 386/40+, 4mbRAM, VGA, hard disk, CD-ROM.* $90.00

Miscellaneous

20 GIANT GAMES — Various
A collection of 20 classic games, being Manic Karts (go-carts), Zone Raiders (futuristic car racing), Lure of the Temptress (3D fantasy adventure), Goal! (soccer game), Conspiracy (KGB adventure), KA-50 (helicopter simulator), Sensible Golf, Pool, Hand of Fate (fantasy adventure), Iron Assault (sci-fi battle simulator), Civilization by Sid Meier, F-15 Strike Eagle, Grand Prix, Flying Fortress, Master of Orion 1, Dog Fight, Star Lord, Subwar 2050, Machiavelli the Prince, F-117A. *IBM requires: 486/33, 8mbRAM, 2spCD-ROM, hard disk, SVGA.* IBM - $50.00

5001 GAMES — Various
4 CDs loaded with everything from Arcade Classics to the latest 3D adventures, plus sports and casino games. An indexed menu allows you to select from a multiple categories. *IBM Requires: Pen 100, Win'95, 16mbRAM, 6spCD-ROM, SVGA, hard disk.* $35.00

ADDICTION PINBALL — MicroProse
Immerse yourself in a game of skill, dexterity and sharp reflexes. Lose yourself in the excess of dazzling table graphics and sub-games. With the most accurate pinball collision dynamics ever devised, a *Worms* table, multiple viewing angles, enhanced animation, speech and music, etc. *IBM Requires: Pen 75, 16mbRAM, 2spCD-ROM, SVGA, 1mbVideo Card.* IBM - $60.00

ADVENTURE 3 Out of This World Games — Wolf
Contains three complete games: *Space Quest 6 Roger Wilco,* where Roger Wilco fights grime and battles evil adversaries; *Lighthouse,* where you pass through a shimmering portal into a world teeming with invention, discovery, and evil. And *Police Quest: Open Season;* where someone is on a killing spree and it's up to you to solve these seemingly random murders. *IBM Requires: Win 3.1+, 486/66, 12mbRAM, 2spCD-ROM, hard disk.* $50.00

AFL '98 — EA Sports
This is AFL the EA Sports way, the exclusive official AFL license featuring real teams and real players. Has all 16 AFL teams with 336 players, a 3D Virtual Stadium, commentary, spectacular marks, tackles, collisions, several types of matches, accurate player performance, etc! *IBM Requires: Pentium 90, 16mbRAM, 2spCD-ROM, SVGA, hard disk..* $40.00

BEST OF ARCADE — Various
Over 100 32-bit arcade games compiled in one box for your IBM PC, all formated for Windows'95. Includes games such as Space Invaders, LemmingsLooney, Checkers, Chess, Chinese Checkers, etc. *IBM Requires: IBM Requires: Pen 100, Win'95, 8mbRAM, 4spCD-ROM, SVGA.* IBM - $30.00

BROKEN SWORD II — Virgin
An animated adventure. Intrepid adventurers George and Nico are embroiled in yet another mysterious escapade of brutality, calamity and immortality in this sequel. The discovery of a sinister drugs ring reveals an arcane power of an ancient civilization. Kidnap, stolen treasure, astronomy and deadly drug barons are the least of your worries. *IBM Requires: Win' 95, 16mbRAM, 486/66, CD.* $80.00

CAPITALISM PLUS — IM
The original Capitalism returns with the same award winning gameplay, plus new graphics, new scenarios, new industries, new real world markets, and a new map and scenario editor that lets you configure the products, industries, goals, and all the items needed to make a scenario that fits your interests. New random events like riots, disease and technological breakthroughs to keep you on your toes! *IBM Requires: 386/33, 4mb RAM, hard disk, SVGA, 2spCD-ROM.* $30.00

CRACK IT! — Aztech
Has the cheats and crack codes for over 900 popular games. $43.00

CYBERBALL — Arena
Four awesome tables: Dooke, Enlightenment, Air Crash and Shark Attack, on which you not only follow the ball in all directions on a 2D playing field but you are also provided with a 3D view with superb sounds and graphics. The 6-8 paddles and numerous bumpers will certainly intensify the atmosphere of the game. *IBM Requires: Pentium 75, 16mbRAM, 4spCD-ROM, SVGA, hard disk, Win'95.* $70.00

EA SPORTS: CRICKET '97 Ashes Tour Edition — EA
This edition includes the Australian and English Ashes teams, new commentary from what's 'is face, enhanced game play and realism, true 3D stadium, instant replays, option to play with and against your own custom created teams, etc. *IBM Requires: Pentium 90, 16mbRAM, CD-ROM, SVGA, hard disk, Win'95.* $50.00

CARMAGEDDON — SCI
This game is sick and demented, got a lot of bad publicity, and hence is also very, very popular. This is the nastiest driving game in the world. Pit your wits and wheels against 25 maniac drivers over 36 formidable race circuits in your quest to become the King of Carnage and the Prince of the Pile-up. You actually get points for running down pedestrians and farmyard animals. You can exchange these points while driving to repair damage or get better features. There is total freedom to explore every circuit in all its detail looking for hidden bonuses. Crash, crumple, burn, skid and jump in glorious 3D. *IBM Requires: Win'95 or Dos 6.2, Pentium 75+, CD-ROM, SVGA, 8mbRAM DOS, 16mbRAM Win.* $40.00

Carmageddon Splat Pack Eighteen new tracks, 15 new cars, 4 new environments, and more network levels. *Requires as above.* $30.00

COMBAT CHESS — empire
Includes a chess engine written to Grand Master standard by a world champion chess programmer, with several levels of play. You can use traditional pieces, or you can use animated pieces, with over 600 animation sequences of when they fight, such as a Black Knight turning White Pawns into Jelly, the Queen headbutts the enemy king. *IBM Requires: Pentium 90, 8mbRAM, 2spCD-ROM.* $70.00

FLIGHT SIMULATOR '98 — Microsoft
The world leader in flight simulation for the PC pushes technology and realism beyond the horrizon. With a global database of scenery and airports, pilot-tested flight models, detailed instrument panels, and a fleet of challenging aircraft including helicopters, planes and jets, this is as real as it gets. 3-D acceleration and MMX technology snap scenery into an electrifying new dimension. *IBM Requires: Win'95, 8mbRAM, 486/66, 2spCD. MMX optional.* $90.00

FLIGHT UNLIMITED II — Eidos
Puts you in a virtual aviation world unmatched by any other flight sim. Take off from 48 different airports. Soar over 11,000 square miles of breathtaking San Francisco Bay Area terrain. Your skill and nerve will be put to the test as you come face to face with variable weather conditions, a sky crowded with air traffic, and unique adventures. With photo realistic landscapes, 3D buildings, communicate with ground, tower and approach controllers, five popular aircraft. *IBM Requires: Win'95, 8mbRAM, 486/66, 2spCD. MMX optional.* $50.00

FULL THROTTLE — LucasArts
A re-release of the classic. Motorcycles, mayhem, murder - a heavy metal adventure. *IBM Requires: 486/33, 8mbRAM, hard disk, SVGA, CD-ROM.* $40.00

GAME ADDICT'S MASSIVE PACK — Various
Ten computer software products: *The 7th Guest, Pyst, PowerHouse, Wetlands, Wages of War, Cannon Fodder 2, Chaos Overlords, Dune II, Space Bucks,* and *Game Guru* (which has heaps of cheats). *IBM Requires: 486/66, 8mbRAM, 2spCD-ROM, SVGA, hard disk.* IBM - $75.00

HOT WHEELS MOUSE — Mattel
This is a mouse. But not an ordinary, average mouse. It looks like a hot wheels toy car about 14cm long. The bonnet has two halves - these are the mouse buttons. It has a mouse-ball on the bottom. The headlights and taillights work. The "motor" revves and vibrates. When used with a soundcard, it makes braking and horn sounds. Requires 2 "AA" size batteries. Pretty cute, eh? $50.00

INDUSTRY GIANT — InteractiveMagic
Choose from a huge variety of industries in which to specialize: toyx, sports gear, wood products, jewelry, electronics, cars, etc. Build and manage transportation networks for goods and materials using trucks, trains, ships, planes. Launch your career in any decade from 1960 - 2060, and adapt to the industry conditions of historical, present-day, and futuristic settings. Play through campaigns or scenarios. Even custom build your own scenarios. Master the basics with an easy to use tutorial. Multiple difficulty settings. Beautiful graphics cater to 640x480, 800x600, even 1024x768. *IBM Requires: Pentium 90, Win 95, 16mbRAM, 4spCD-ROM, hard disk, SVGA.* $70.00

INTERNATIONAL CRICKET CAPTAIN — empire
The first cricket management game for the PC. Captain the country championship team of your choice. Compete in all First Class and One Day competitions. Play ball-by-ball or over-by-over. Control every element of cricket strategy. Player stats are accurate as at the start of the 1998 season. *IBM Requires: Win'95, 486/66, 2spCD-ROM, 16mbRAM, hard disk, 1mbRAM.* $75.00

LucasArts Collectors Series Classic Adventures
Includes two classics, Day of the Tentacle, Sam & Max Hit the Road. *IBM Requires: 486/DX2, VGA, 2spCD-ROM, 4mbRAM.* IBM - $27.00

MADDEN NFL '99 — EA Sports
NFL football Madden style. The legendary gameplay that has made John Madden Football the #1 sports game of all time. The result: the most authentic NFL experience to date on the PC. Features TV style expert commentary, over 120 current and historic NFL teams, great computer AI that can adjust offenses and defenses on the fly, you can customize every detail of your dream Sunday match-ups; motion captured graphics bring the lits to life, with animations of real players. Can be played via modem and network. *IBM Requires: Pentium 133, 16megRAM, SVGA, 4spCD-ROM, hard disk.* IBM - $50.00

MEGA 3 PACK Volume 1 — Various
Includes three top selling games: *Carmageddon,* a sick little racing game where you score points for driving down civilians, *Ecstatica II,* a graphic fantasy adventure game in a world of magic, traps and danger; and *X-COM Apocalypse,* a science fiction strategy adventure game where evil aliens are invading the Earth, and you have to stop them. *IBM Requires: Win'95, Pen 75, SVGA, 16mbRAM, 4spCD-ROM, hard disk.* IBM - $75.00

MEGAPAK 8 — Various
Includes 10 complete games on 11 CD-ROMs. Master of Orion II, Simcity 2000, Screamer 2, Mechwarrior 2, Jack Nicklaus 4, Broken Sword, Jagged Alliance Deadly Games, iM1A2 Abrams, Atari 2600 Action Pack and Return to Zork. *IBM Requires: Pen, SVGA, 16mbRAM,4spCD-ROM.* IBM - $99.00

MEGAPAK 9 — Various
Includes 8 complete games on 11 CD-ROMs. Civilization II, Pro Pinball Timeshock, Interstate '76, Destruction Derby 2, Discworld II, iF22, Jack Nicklaus 5, Admiral Sea Battles. *IBM Requires: Pentium 120, SVGA, 16mbRAM, 4spCD-ROM.* IBM - $99.00

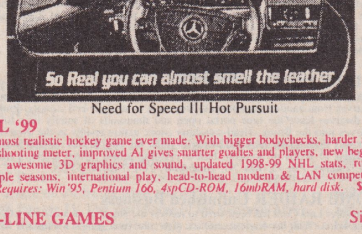
MONKEY ISLAND MADNESS — LucasArts
In the tradition of true Lucas Arts humor and classic graphics adventures, the Monkey Island series is brought together for the first time to create a truly unique collectors pack. This exciting pack contains The Secret of Monkey Island, Monkey Island II, and a demo of Monkey Island III. *IBM Requires: Win '95, Pentium 90, 16mbRAM, 4spCD-ROM, SVGA.* $30.00

MONOPOLY — Hasbro
Watch the famous game come to life with superb 3D animations. With great soundtrack, over 800 high-res animations: watch as tokens skip, race and gallop around the board; play over the internet, pit your wits against the computer. There are up to 5 computer opponents, and you can customize their behaviour and playing style. Suitable for children and adults. Up to six humans can hot-seat on the one computer. *IBM Requires: 486/33+, 8mbRAM, CD-ROM, Windows '95.* Playstation - $95.00 IBM - $70.00

MONTY PYTHON'S The Meaning of Life — T2
Based on the film, but really something completely similar yet entirely different. Experience the heart-warming miracle of birth, the joy of growing up, and the giddy thrill of getting old and dying. Unravel the mysteries of human existence. The game insults absolutely everyone in absolutely every way. It is guaranteed to offend. Totally weird and wacky. *IBM requires: Pentium 90, 16mbRAM, SVGA, 4spCD-ROM, Windows '95, hard disk.* IBM - $90.00

NBA LIVE '99 — EA Sports
Experience the NBA lifestyle. Hip graphics and progressive music combine with the most realistic competitive gameplay available. Power control, power moves, and power gameplay. With new direct dunking, new direct passing, tight player moves, new GM mode that lets you choose franchises, draft players, and play custom seasons; new 3-point shoot-out, you can always control your favorite player, improved AI, new 3D all-polygon high-res graphics, etc. *IBM Requires: Win'95, Pentium 100, 16mbRAM, 4spCD-ROM, SVGA.* IBM - $50.00

NEED FOR SPEED III Hot Pursuit — EA
Race on both sides of the law with Hot Pursuit mode. Use radar, dispatchers, and road blocks. Point-and-click hook up via LAN, modem or serial cable. Start with 15 of the world's most spirited supercars, including Ford GT Falcon, Jaguar XK8, Mercedes SL6000, Ferrarris and Lamborghinis, etc. With stunning special effects, great driver's seat detail, night racing, slickroads, two players on one machine. *IBM Requires: Pen 133 + 3D Accel, or Pen 166, 16mbRAM, spCD.* IBM - $60.00



Need for Speed III Hot Pursuit

NHL '99 — EA
The most realistic hockey game ever made. With bigger bodychecks, harder shots, new shooting meter, improved AI gives smarter goalies and players, new beginner level, awesome 3D graphics and sound, updated 1998-99 NHL stats, rosters, multiple seasons, international play, head-to-head modem & LAN competition, etc. *Requires: Win'95, Pentium 166, 4spCD-ROM, 16mbRAM, hard disk.* $50.00

ON-LINE GAMES — Sierra
Now you can play 12 of Sierra's most popular on-line games without the expense of buying full games at full prices. The on-line games included are: Lords of the Realm II, Golf, Minigolf, You Don't Know Jack - the Net Show, Red Baron II, The Time Warp of Dr Brain, Hoyle Poker, Hoyle Blackjack, Outpost 2, AD&D Birthright, The Realm, and You Don't Know Jack - Sports Netshow. *IBM Requires: Win '95, Pentium 60, 2spCD-ROM, 14.4+ modem, SVGA,* and *Red Baron requires Pentium 133, etc.* $70.00

PGA TOUR PRO - GOLF — EA
EA SPORTS - the world leader in interactive sports gaming and the PGA Tour proudly present the golf game the world has been waiting for. Finally, playing internet golf with people from all over the globe is as easy as clicking your mouse. With a revolutionary new game engine, photo-realistic high-definition graphics, instant redraw, multiple camera angles, etc. *IBM Requires: Win'95, Pentium 90, 16mbRAM, hard disk, 4spCD-ROM, SVGA.*
IBM - $90.00
THE TPC Courses Tee it up on three of the toughest PGA Tour courses. TPC at Southwind with water threatening 11 of the 18 holes; TPC at Las Colinas with strong Texas winds; TPC of Scottsdale with an open design. IBM - $35.00
THE Tournament Courses Play three premier tournament PGA Tour courses. The Colonial Country Club has extremely tight fairways; Cog Hill needs accurate drives and putting; Bay Hill has over 100 bunkers. IBM - $35.00

POLICE QUEST SWAT 2 — Sierra
Keep the peace. Build the ultimate SWAT team or the deadliest terrorist organization. Choose from 100 SWAT officers or 100 terrorists. Undergo actual SWAT tactics and marksmanship training, then strap on the Kevlar for real. Adversaries pursue their criminal agenda while reacting to your every move. With 15 SWAT and 15 terrorist missions, (even create your own), K-9 units, explosive experts, snipers, helicopters, armored vehicles, heaps of weapons, supports multiplayer. *IBM Requires: Pentium 133, 16mbRAM, 4spCD-ROM, SVGA, hard disk, Win'95.* $90.00
Prima's Official Strategy Guide to Police Quest SWAT 2 $30.00

POWER CHESS '98 — Sierra
Meet your perfect opponent - the Power Chess King always plays just a bit better than you - just enough to make you stretch. He remembers what you play against him - the same trick won't work twice - and as you improve, so does he. He is also the most human opponent you'll find in a box. When he gets ahead, he goes for the kill. When he's losing, he practically squirms. He takes chances on offense and defense. Spot his weaknesses and turn them to your advantage. The Queen of Chess also gives you running commentary on how to play or improve. Contains dozens of built-in opponents. *IBM Requires: Pentium, 2spCD-ROM, SVGA, Win'95, hard disk, 12mbRAM.* $50.00

PRO PILOT — Sierra
From your first tutorial session to the first time you solo over your home town, it's clear that this is the most technically accurate, challenging and authentically true-to-life flight simulator of commerical aircraft available for the PC. Includes 29 photorealistic cities, superior terrain, basic and advanced instruction, every flight instrument and readout is authentically functional. You can fly Cessna Skyhawk 172, Beechcraft Bonanza V35, Cessna Citation Jet 525, etc. *IBM Requires: Pentium 90, 16mbRAM, 2spCD-ROM, SVGA, hard disk.* $80.00

RAILROAD TYCOON Deluxe — Microprose
Another reprinted classic. The game of railroad building in the 1800s, by Sid Meier. Build your own railroad in six world regions, four parts of America, Europe and Africa. Control 32 types of trains, each with its own speed and characteristics. *IBM Requires: 486+, CD-ROM, 4megRAM.* $30.00

SIMCITY 2000 CD Collection — MAX
This set includes SIMCITY 2000, the Urban Renewal Kit, Scenarios Vol 1, and Bonus Cities and Scenarios. The completely revamped version of Simcity, with 3-D views available at three magnification levels and graphics so stunning you can't put the game down. If you do a good job of running your city, people will flock to it, otherwise they'll leave. The game is run by a simple point and click on the toolbar and pull down menus. There are heaps of pull down graphs that show the trends of population, budget, etc. If you enjoyed Simcity, you'll love Simcity 2000. Requires: IBM 386 or better, 4 meg RAM, hard disk, VGA, CD-ROM. IBM - $50.00

STAR WARS MONOPOLY — Hasbro
The classic Monopoly game but set in the Star Wars universe. You can play any of the major characters, who move about the board in full motion, all new dialogue, over 150 film clips, great new 3D board and graphics, and up to six human players can play. *IBM Requires: Pentium 90, Win'95, 16mbRAM, 4spCD-ROM.* $80.00

THE BEST OF MICROPROSE STRATEGY — Micro
Contains Civilization II, Apocalypse X-COM, and Magic the Gathering. *IBM Requires: Win'95, 16mbRAM, 4spCD-ROM, SVGA, 486/100.* IBM - $75.00

TRANSPORT TYCOON — MicroProse
Construct complex road-rail-air-sea networks to shift cargo, goods and passengers through the most lucrative routes on massive SVGA 3D isometric world maps. Build stations, docks and airports and make money by connecting areas requiring transport services. Also the world editor that lets you build new worlds from scratch, including an alternative Martian landscape! *IBM Requires 386+, SVGA, 2spCD-ROM, 4mbRAM, hard disk.* $20.00

THE BIG 6IX — Various
Has six popular games – Mortal Kombat 3, Sensible World of Soccer, Stargunner, Battlecruiser 3000 AD, Enemy Nations, and Bedlam. (Well, perhaps not so popular, but certainly worth the price.) *IBM Requires Pentium, Win, etc.* $33.00

THE LUCAS ARTS ARCHIVES Vol I — LUC
Four complete games and a screen saver. *Indiana Jones and the Fate of Atlantis,* where India needs to stop the Nazis getting their hands on the thing that sank Atlantis. *Sam & Max Hit the Road,* twisted comic humor, *Star Wars Rebel Assault,* described in the SF section, *Day of the Tentacle,* a brilliant comic spoof, and a Star Wars screen saver. *IBM Requires: 386/33, CD-ROM, 4mbRAM, VGA.* IBM - $60.00

THE LUCAS ARTS ARCHIVES Vol III — LUC
Six complete games: *Star Wars Dark Forces I, Monkey Island Madness I* and *II, The Dig, Full Throttle, Afterlife,* and a CD of demos. *IBM Requires: 486/66, CD-ROM, 8mbRAM, SVGA.* IBM - $80.00

THE CURSE OF MONKEY ISLAND — Lucas
Third in the legendary Monkey Island series of graphic adventures. With film quality animation, voice, sound and music - the undead come to life before your very eyes. Incredible high-res 640x480 graphics, 30 plus hours of gameplay. *IBM Requires: Pentium 90, Win'95, 16mbRAM, 4spCD-ROM, SVGA.* $80.00

TIGER WOODS '99 PGA TOUR GOLF — EA Sports
Golf, Tiger Woods style. Be him or beat him. 18 holes in under 30 minutes - unparalleled real-time 3D acceleration keeps you playing, not waiting. Features eye-popping 3D golf, full-screen full-motion 3D ball cam and rich 3D graphics. Create a custom player profile that reflects your real abilities and play a round on a world class course. An analog swing based on rhythm and timing. Tiger gives you exclusive tips to improve your game in the game and for real. *IBM Requires: Win'95, Pentium 133, 32mbRAM, hard disk, 4spCD-ROM, SVGA/* IBM - $60.00

WORLD CUP '98 — EA Sports
The offical game of soccer. Features all 32 World Cup France '98 teams, all the players and all the magic. Take your country to the Finial and try to win it all. Set up team strategies and execute them at the press of a button. Run tactical plays to set up good shots at goal. Choose from Wing Bkac Run, Attacking Press, Offside Trap and more. Also has eight World Cup Classics to play, including the 1970 Brazil vs Italy. Advanced graphics bring your favorite team to life. *IBM Requires: Win 95, Pen 100, 16mbRAM, 4spCD-ROM, SVGA.* IBM - $80.00

WORMS 2 — Microprose
They're back, they're cute, and deadlier than ever! Enter the bizarre and fantastic cartoon world of Worms 2. With an astonishing array of new weaponry, new animation brings worms to life! Weird worlds and loony landscapes. Go it alone in Wormbo style, or play against other human opponents. *IBM Requires: Pentium 75+, Win'95, 2spCD-ROM, 16mbRAM.* $30.00

Faulty Programs

If you have received a faulty disk or CD for any reason - do not send it back to us! First, please ring us and we will tell you what must be done. In some cases we will give you the address of the company who distributes the game in Australia; and in other cases (especially with CDs) we will ask you to send the entire game back to us, and we will return it to the Australian distributor on you behalf. When they send us the replacement, we'll get it straight back to you.

Military Simulations

P.O. BOX 1164, MOORABBIN, VIC, 3189, AUSTRALIA
Phone (03) 9555 8886 from 8.00am - 4.30pm Fax (03) 9553 3339
Email Address: sales@milsims.com.au Web Site: www.milsims.com.au

MAIL ORDER FORM

To place an order, if possible, please fax this order form to us quoting your Mastercard, VISA or Bankcard. Our second preference is for you to Email us your order with your credit card details, or to ring us with your order and give your card details over the phone. Otherwise, please post your order to us quoting your card details, or, our last preference is for you to post your order to us with a cheque or money order. Do *not* send any cash through the mail.

When ordering, carefully print your first and second choices (in case your first choices are sold out) in the spaces provided. Items that are momentarily out of stock will be back-ordered (unless you specify otherwise), except in the case of items with a retail value of less than $5.00. In some cases a restock can take several months, if waiting for a product to be reprinted overseas. Back-orders can be cancelled and money refunded on request. Items on backorder purchased with credit cards will not be charged until the stock is actually sent. We will replace goods lost in transit if they are insured. The optional insurance cost is $3.50 for purchases of $100.00 or less, with an additional $1.00 required for each further $100.00 or part thereof. Magazine and new product subscriptions already include the cost of the postage. A new order form will be included with your order.

FIRST CHOICES Please list title, manufacturer and stock code if known	Price
SECOND CHOICES In case any first choices are unavailable	
MAGAZINE & NEW PRODUCT SUBSCRIPTIONS Please tick appropriate boxes on reverse side	

COMPUTER ORDERS ONLY

TYPE: MEMORY:

OFFICE USE ONLY

Received on:

Sent By:

Backorder Sent:

All Payments to be made to Military Simulations

SUB TOTAL:		
Freight & Handling:		$4.00
Overseas Surface Mail:	+$5.00	
Registered Post:	+$1.00	
Insurance (See above)	+$3.50	
Ansett Express Delivery	+$5.00 p/$120*	
(+$5.00 per $120 of order. Cannot be delivered to PO Boxes.)		
Less Credit Notes (please attach to order)		
TOTAL:		

* Ansett orders to capital cities will be delivered on the next working day. Delivery to country locations usually takes two working days. Please give us your week-day address during business hours. Note that Ansett cannot deliver to PO Boxes or mail services etc. (We also do not offer Ansett to overseas orders.) All other orders will continue to be sent via our usual prompt courier or postal service.

Cheque/Money Order:.....Name..... .....
Bankcard/Mastercard/VISA: Street..... .....
.....Suburb/Town .....
Expiry Date .....State..... Postcode.....
Signature.....Telephone..... .....
Please include area code.

Magazine Subscriptions

CITADEL JOURNAL

Another quality production by Games Workshop, a half A4 sized magazine with heaps of articles on all of their games, including House Rules, scenarios, news, reviews, special characters, etc.

$15.00 for 1 issues ☐
$43.00 for 3 issues ☐
$80.00 for 6 issues ☐

COMMAND MAGAZINE

A top quality wargames magazine that contains a complete game in each issue as well as a full commentary of the topic of the game, plus numerous other articles regarding military history, from ancient to modern day. *Please note, however, that the game included is quite often a "bumper double-issue game", which when we send to you, counts as two copies of the magazine.* "Normal" issues normally contain one full color mapsheet and around 240 counters. The *"bumper"* issues have up to 2 maps and up to 1,000 counters.

$50.00 for 2 issues ☐
$135.00 for 6 issues ☐
$240.00 for 12 issues ☐

CRITICAL HIT MAGAZINE

Critical Hit is a company in the USA that produces a superb ASL magazine called *Critical Hit*, released twice a year. This magazine contains ASL scenarios plus heaps of articles covering all aspects of ASL.

$50.00 for 2 issues ☐
$90.00 for 4 issues ☐

DRAGON MAGAZINE

TSR's popular monthly magazine. The emphasis is on AD&D with a veritable treasure chest of articles, adventures for Forgotten Realms, Dark Sun, Dragonlance, Planescape, etc. Every issue includes such things as new spells, magic items, strange monsters, variant NPC classes, short stories, comics, game reviews on products from other companies too, and a broad selection of essays on gaming techniques & campaigns. Publication regularity is excellent.

$27.00 for 3 issue ☐
$51.00 for 6 issues ☐
$97.00 for 12 issues ☐

DUNGEON

TSR's bi-monthly publication specifically dedicated to AD&D adventures - with enough danger 'n' loot to satiate the wander-lust of any party. The player's quest for riches, fame & challenges is fulfilled with at lease four, moderate to exceptional quality, mini-modules per issue. Every game is complete, with all necessary maps & diagrams included. Some adventurs are campaign-specific, set in either the Dark Sun, Forgotten Realms, Ravenloft, or other such realms. Publication regularity is excellent.

$27.00 for 3 issues ☐
$48.00 for 6 issues ☐
$86.00 for 12 issues ☐

FUTURE WARS

At last we've found another magazine *totally* devoted to BattleTech. Future Wars is a 56 page magazine containing up to 28 mech designs for the Innersphere and Clans, each design with a record sheet and background notes. It also has strategies and tactics, and other articles. The magazine is already up to issue 38 so it is not following the pathetic track record of *BattleTechnology*, which released about one issue a year towards the end.

$43.00 for 6 issues ☐
$77.00 for 12 issues ☐

GENERAL MAGAZINE

With Avalon Hill having sold its games division to Hasbro, they are no longer producing any more material. They also ceased selling wargames products on October 15th '98. This means we will not see any more General magazines.

INFERNO MAGAZINE

At long last, Games Workshop are releasing a new magazine that contains only fiction, covering their various universes. There are stories and comic strips, 3D city scapes, campaign maps, all from their Warhammer Fantasy, Warhammer 40,000, Necromunda, etc, worlds. We have in stock issues 2, 3, 5.

$10.00 for 1 issues ☐
$57.00 for 6 issues ☐
$108.00 for 12 issues ☐

INQUISITOR MAGAZINE

Inquisitor Magazine is made by Armorcast in the USA, and is a dedicted to Warhammer 40,000. It includes scenarios, articles, one issue had two complete Squat Army lists, (issue # 15 - still available), and also has data sheets for all manners or 40K titans and vehicles, including modified tanks!

$22.00 for 3 issues ☐
$40.00 for 6 issues ☐

KNIGHTS OF THE DINNER TABLE

The comic strip of a GM and his four players. You can also pre-order later issues, or make a subscription to the magazine, if you like. $39.00 for 6 issues.

$18.00 for 6 issues ☐
$35.00 for 6 issues ☐

MARS: ADVENTURES IN MINIATURE

BattleTechnology magazine has been canned by FASA, and we have been looking for a magazine to replace it. And this magazine fits the job description perfectly. The magazine features scenarios, variants, army lists, and model building tips for the following miniatures' games: Warzone, Warhammer 40,000, BattleTech, Heavy Gear, Warhammer Fantasy Battle, etc. 64 pages. First issue due August. BattleTechnology subscribers will be sent this magazine.

$33.00 for 3 issues ☐
$63.00 for 6 issues ☐
$118.00 for 12 issues ☐

PROTOCULTURE ADDICTS

A top quality magazine on Japanese anime and manga. We have found one! *Protoculture Addicts* is brought out bimonthly. It is produced by *Janus Publications*, the people who have given us *Heavy Gear Fighter*. This magazine reviews all things to do with anime: games, CDs, cartoons, books, manga, and vidoes. It has full features covering anime movies & videos, with episode by episode descriptions; anime stories, etc. Profusely illustrated with shots from videos, etc.

$24.00 for 3 issues ☐
$45.00 for 6 issues ☐
$81.00 for 12 issues ☐

SCRYE: Collectable Trading Card Game Guide

A high quality 68 page magazine by ILM International, that specifically covers Collectable Trading Card Games. It includes complete rules for new games set to be released, such as X-Files, reviews of new releases, notes from designers, hints on building decks, strategies to use, and best of all, complete listings including price guide for all of the major Trading Card Games, for example, Vampire ES, Middle Earth the Wizards and Dragons, all the Magic the Gathering releases, Net Runner, Star Trek, Star Wars, etc!

$24.00 for 3 issues ☐
$43.00 for 6 issues ☐
$77.00 for 12 issues ☐

STRATEGY & TACTICS

A popular and long standing magazine that contains a complete game in each issue, with around 200 counters and one full color mapsheet. Each magazine includes a wealth of historical articles about military history, as well as a indepth article about the game's historical background. The rules however, normally tend to be complex. Games stretch from ancient to medieval to WW2 to modern, some being tactical simulations while others are great strategical simulations including several empires.

$33.00 for 1 issue ☐
$94.00 for 3 issues ☐
$178.00 for 6 issues ☐
$316.00 for 12 issues ☐

THE DUELIST

By Wizards of the Coast, this is a brand new full color quarterly magazine that supports Magic the Gathering and the future Deckmaster products in the collectable trading card game genre. Every issue features the latest trading card products, articles on game variants, previews of up and coming Deckmaster products, interviews with artists and designers, news from the tournament circuit, and tips on play.

$27.00 for 3 issues ☐
$51.00 for 6 issues ☐
$97.00 for 12 issues ☐

UNSPEAKABLE OATH MAGAZINE

By Pagan Publishing, this is a dedicated Call of Cthulhu magazine. They normally release bumper double issues these days.

$19.00 for 1 issues ☐
$54.00 for 3 issues ☐
$100.00 for 6 issues ☐

WARHAMMER MONTHY

Games Workshop are now producing a comic that features stories from Warhammer 40,000, Epic Warhammer 40,000, Warhammer Fantasy, etc. Issue # 4, for example, starts a new strip about a Sister of Battle, continues the story of a Titan battling a world of orks, continues the story of a ship of Brothermarines, who stumble across a ship graveyard in space.

$5.00 for 1 issues ☐
$27.00 for 6 issues ☐
$50.00 for 12 issues ☐

WHITE DWARF

White Dwarf magazine has entered an entirely new format. Its now a 100 pages containing news, rules, and battle reports for all the latest releases from Games Workshop and Citadel, with tactics articles, painting and modelling articles, interviews, army features, plus every issue will now contain two sheets of card gaming "hardware" that you can cut out and use in your games. Wargear cards, data faxes etc are now available in top quanlity glossy cardboard! Note that Military Simulations often puts Games Workshop/Citadel discount vouchers with this magazine, redeemable only at Military Simulations.

$8.00 for 1 issue ☐
$24.00 for 3 issues ☐
$40.00 for 6 issues ☐
$80.00 for 12 issues ☐

New Product Subscriptions

NEW AD&D ITEMS

Military Simulations is now offering AD&D *new products* on subscriptions, which we will send to you as soon as they are released. If you wish to subscribe to new products, you must have a credit card. We will charge your credit card for the retail of the item less a 10% discount to reward you for pre-ordering the product. Postage is free. (This offer does not include novels. See below for Novel Subscriptions).

Below are charged to your credit card

AD&D Core Rules - 6 items	☐	10% disc
AD&D Core Rules - 12 items	☐	10% disc
Planescape - 3 items	☐	10% disc
Planescape - 6 items	☐	10% disc
Forgotten Realms - 6 items	☐	10% disc
Forgotten Realn.s - 12 items	☐	10% disc
Ravenloft - 3 items	☐	10% disc
Ravenloft - 6 items	☐	10% disc

NEW AD&D NOVELS

Military Simulations is now offering subscriptions to novels as well as magazines. For this subscription we will send you each *new* AD&D novel from the category you choose. We will only send you softcover novels, not hardbacks.

$54.00 for 6 Forgotten Realms novels ☐
$91.00 for 12 Forgotten Realms novels ☐
$28.00 for 3 Dragonlance novels ☐
$54.00 for 6 Dragonlance novels ☐

ALTERNITY NOVELS

Military Simulations is now offering subscriptions to novels as well as magazines. For this subscription we will send you each *new* Alternity novel that TSR releases. They normally release around 3 - 6 new novels a year. I read the first Alternity novel, with over 370 pages, in three days. It was a great read. I recommend it.

$30.00 for 3 novels ☐
$54.00 for 6 novels ☐

NEW ALTERNITY

Only available to customers with credit cards, Military Simulations is now offering subscriptions to *new* products. If you subscribe to this offer, we will automatically send you one each of all *new* Alternity products as soon as they are released. We will charge your credit card for the retail of the item less a 10% discount to reward you for pre-ordering the product. Postage is free.

Credit Card for 3 items ☐ 10% disc
Credit Card for 6 items ☐ 10% disc

NEW BATTLETECH ITEMS

Only available to customers with credit cards, Military Simulations is now offering subscriptions to *new* products. If you subscribe to this offer, we will automatically send you one each of all *new* BattleTech & Mechwarrior products *(not novels)* as soon as they are released. We will charge your credit card for the retail of the item less a 10% discount to reward you for pre-ordering the product. Postage is free.

Credit Card for 6 items ☐ 10% disc
Credit Card for 12 items ☐ 10% disc

BATTLETECH NOVELS

Military Simulations is now offering subscriptions to novels as well as magazines. For this subscription we will send you each *new* BattleTech novel that FASA releases. They normally release around 4 - 6 new novels a year.

$30.00 for 3 novels ☐
$54.00 for 6 novels ☐

NEW HEAVY GEAR ITEMS

Only available to customers with credit cards, Military Simulations is now offering subscriptions to *new* products. If you subscribe to this offer, we will automatically send you one each of all *new* Heavy Gear products as soon as they are released. We will charge your credit card for the retail of the item less a 10% discount to reward you for pre-ordering the product. Postage is free.

Credit Card for 3 items ☐ 10% disc
Credit Card for 6 items ☐ 10% disc

NEW LEGEND OF THE FIVE RINGS RPG ITEMS

Only available to customers with credit cards, Military Simulations is now offering subscriptions to *new* products. If you subscribe to this offer, we will automatically send you one each of all *new* Legend of the Five Rings RPG products as soon as they are released. We will charge your credit card for the retail of the item less a 10% discount to reward you for pre-ordering the product. Postage is free.

Credit Card for 3 items ☐ 10% disc
Credit Card for 6 items ☐ 10% disc

NEW RIFTS ITEMS

Only available to customers with credit cards, Military Simulations is now offering subscriptions to *new* products. If you subscribe to this offer, we will automatically send you one each of all *new* RIFTS products as soon as they are released. We will charge your credit card for the retail of the item less a 10% discount to reward you for pre-ordering the product. Postage is free.

Credit Card for 3 items ☐ 10% disc
Credit Card for 6 items ☐ 10% disc

NEW VAMPIRE ITEMS

Only available to customers with credit cards, Military Simulations is now offering subscriptions to *new* products. If you subscribe to this offer, we will automatically send you one each of all *new* Vampire role playing products (not novels or Dark Ages) as soon as they are released. We will charge your credit card for the retail of the item less a 10% discount to reward you for pre-ordering the product. Postage is free.

Credit Card for 6 items ☐ 10% disc
Credit Card for 12 items ☐ 10% disc

NEW WRAITH ITEMS

Only available to customers with credit cards, Military Simulations is now offering subscriptions to *new* products. If you subscribe to this offer, we will automatically send you one each of all *new* Wraith items (not novels) as soon as they are released. We will charge your credit card for the retail of the item less a 10% discount to reward you for pre-ordering the product. Postage is free.

Credit Card for 3 items ☐ 10% disc
Credit Card for 6 items ☐ 10% disc

Note

When ordering a subscription to new items, such as *New BattleTech Items*, for example, we will charge your credit card for each item *when we send that item to you*. Your credit card will not be charged in advance.

CRAZY SPECIALS

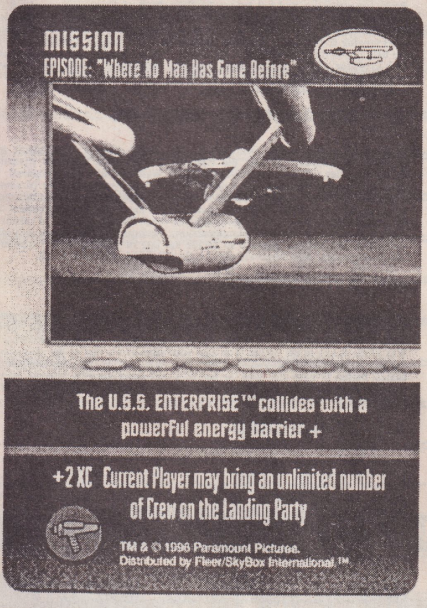
Please Give Second Choices - As Some Specials Are Only While Stocks Last

Trading Card Games

CRF81169 Mirage Collector's Album
Crazy Special $7.00 Normally $30.00
A stunning collectable card game 3-ring Collector's Album, designed for Magic: Mirage, but usuable with any cards, of course! Has 5 pages of 9-card pocket holders, and full color photos of all the Mirage cards. Limited stock available.

CRF250CB Ultimate Collection 250 Card Plastic Box
Crazy Special $1.50 Normally $4.50
Made of durable, rigid plastic, this box fits 250 trading cards. Great value for this price. Limited stock available.

FLEER STAR TREK ORIGINAL TRADING CARD GAME
The original Star Trek TV series, starting Captain Kirk, Spock and Bones McCoy, is available as a trading card game, produced by Fleer, and features hundreds of photos from the TV series. You control the crew of the Enterprise (every Starter Deck includes Kirk, Spock & the Enterprise), and you can recreate actual episodes or build all-new ones as you navigate the galaxy to gain experience. You must command ships, battle antagonistic Klingons, androids and Romulans, be tempted by seductresses and argue with ugly aliens with an attitude. Looks cute!
ST Original Starter Deck 65 cards, rules Crazy $3.00 Was $16.00
ST Original Booster Pack 15 cards Crazy $1.00 Was $5.00
ST Maneuvers Booster Pack 15 cards Crazy $1.00 Was $5.00
ST Original Starter Display 12 decks Crazy $27.00 Was $160
ST Original Booster Display 36 packs Crazy $27.00 Was $180
ST Maneuvers Booster Display 36 packs Crazy $27.00 Was $180
The first expansion booster display, adding new all new cards with new characters, ships, missions, etc.


MISSION
EPISODE: "Where No Man Has Gone Before"
The U.S.S. ENTERPRISE™ collides with a powerful energy barrier +
+2 XC Current Player may bring an unlimited number of Crew on the Landing Party
TM & © 1996 Paramount Pictures.
Distributed by Fleer/SkyBox International™

FRP SCORPION CLAN COUP PART III
Now the self-proclaimed emperor, Bayushi Shoju sits on the throne while all the other clans bar the Crab assault the Imperial Capitol, hoping to remove him. Now Crab clan arrives, but will they stand with Bayushi and the Scorpion Clan, or will they side with the others and help them remove Bayushi from the throne?
SCC III Starter Deck 60 cards, rules Crazy $4.00 Was $18.00
Contains the Lion Starter Deck.
SCC III Booster Pack 11 cards Crazy $1.00 Was $4.00
SCC III Combo Display 6 Str, 24 Bstr Crazy $44.00 Was $183.00

Wargames

WES JUNTA
Crazy Special $30.00 Normally $55.00
Who will be the next El Presidente of La Republica de los Bananas? It could be you...but you need millions of pesos - shall you assassinate the Admiral and steel the money from him? But assassins cost money, but with the Monarchists on your side, you just scrape up enough. Now to find the Admiral. Is he at home, with his mistress, or at the bank? But someone else is elected El Presidento and you initiate a military coup as you try to take over the title of El Presidento by force. For 2 to 7 players, with 160 counters, 72 cards, play money, dice, map, etc.

GMT JULIUS CAESAR
Crazy Special $45.00 Normally $90.00
960 stunning counters giving each type of fighting unit of Marian Rome, 3 double sided maps, 30 legions using the Marian cohort system, with each cohort rated either veteran, recruit, or conscript. Every major battle of the Roman Civil War is covered, including Pompey, Marc Anthony, Julius Caesar, etc. Battles include Pharsalus in Thessaly, between Caesar and Pompey, Munda in Spain, Pompey with 13 legions against Caesar's crack 8 legions. Thapsus in Africa, with Scipio & a Numidian ally against Caesar, etc!

GMT RISE OF THE LUFTWAFFE SPECIAL
Crazy Special $60.00 Normally $120.00
For this special we will provide all both of the Rise of the Luftwaffe card game titles:
Rise of the Luftwaffe Crazy $28.00 Normally $55.00
Players take the role of the early European fighter aces, flying BF-109s with Molders and Galland, JU-87s with Rudel, Spitfires and Hurricanes with Douglas Bader or the US Eagle Squadron, etc. Includes campaigns for air warfare over Poland, France, the Battle of Britain, Crete, North Africa, and the opening stages of Barbarossa. With 132 color playing cards for aircraft and tactics, 48 counters, 8 campaign displays, & rules. Target cards include destroyers, dogfights, freighters, bridges, battleships, air fields, radar stations, factories, railyards, etc.
Eighth Air Force Crazy $35.00 Normally $65.00
An expansion for *Rise of the Luftwaffe*. A fast action card game that allows players to experience the tensions and thrill of aerial combat over Europe in WW2. With 6 air campaigns from 1942 - 44. With 132 color playing cards, 96 counters, 10 campaign maps displays, etc.

CGS BABYLON 5 Component Game System Special
Crazy Special $28.00 Normally $108.00
The magnificent Babylon 5 boardgame made by Component Game Systems is also sold in four parts, each part being virtually a 'Starter Deck'. Any two such Starter Kits will let you play the game, as they have all the rules in them. Also, these kits are a great way to get more counters of ships and fighters. Individually:
Minbari Starter Kit Crazy $9.00 Normally $27.00
Includes the Minbari homeworld, other star systems, ships, fighters, deck of unique cards, dice, and playmat.
Earth Alliance Starter Kit Crazy $9.00 Normally $27.00
Includes Earth, Mars, & other star systems, ships, fighters, deck of unique cards, dice, and playmat.
Centauri Starter Kit Crazy $9.00 Normally $27.00
Includes the Centauri homeworld, other star systems, ships, fighters, deck of unique cards, dice, and playmat.
Narn Starter Kit Crazy $9.00 Normally $27.00
Includes the Narn homeworld, other star systems, ships, fighters, deck of unique cards, dice, and playmat.

Role Playing Games

WES MEN IN BLACK RPG
Crazy Special $33.00 Normally $79.50
With West End Games having filed for Chapter 11, we probably won't see Men in Black for much longer, so we snaffled up big stocks. Three titles, as follows:
Men in Black RPG Crazy $16.00 Normally $34.00
Direct from the movie. You're part of the mysterious quasi-governmental organisation known only as the Men in Black - elite cops policing and patrolling the 1,500 aliens living amongst the people of Earth. You'll confirm to the identity we give you. You will have no identifying marks of any kind. You don't exist, you were never born. Can you handle the truth? More importantly, can you handle an Arquillian Megasonic Destructor Ray? You can? Good - we've got a crazy Baltian loose in Manhattan. Take care of... By West End Games, uses the easy to learn D6 System, so you can open the book, grab some dice, and you are off! Includes a report on aliens, alien technology, adventures, etc.
MiB Aliens Recognition Guide Crazy $12.00 Normally $25.50
More aliens for players to track down. Within these recently declassified folders you will find 25 new alien races ready to use for your campaigns. Some of them are well known to the MiB, some are unknown to everyone.
MiB Director's Guide Crazy $10.00 Normally $20.00
Features a GM Screen, plus more data on creating your own aliens, devising new and bizarre alien technology, and running neo-awesome assignments.

WES STAR WARS HARDCOVERS
Crazy Special $85.00 Normally $175.00
To our knowledge, West End Games have lost the license to Star Wars, so these stocks are strictly limited. Four titles, also available individually as follows:
Tales of the Jedi Sourcebook Crazy $24.00 Normally $45.00
4 millennia before the rise of Emperor Palpatine, Jedi Knights struggle against the dark side of the Force and its minions. This companion to the Dark Horse comic book series features detailed game statistics and histories for the people, places, starships, vehicles, etc.
Movie Trilogy Special Edition Crazy $26.00 Normally $47.50
200 page hardback book. From the glittering spires of Coruscant to the blistering Dune Sea of Tatooine. This fully indexed volume features scores of exciting new artwork and photographs from the re-released Star Wars trilogy movies, and gives detailed game information on characters, ships, planets, equipment, etc.
Jedi Academy Sourcebook Crazy $21.00 Normally $37.50
Based on the novels by Kevin Anderson. The resurrected Emperor is defeated, Leia Organa Solo and the New Republic struggle to rebuild, and Luke Skywalker searchs for new Jedi students. But one of Luke's students is corrupted by the Dark Side, and becomes the new Dark Lord of the Sith - and now the New Republic is threatened.
Thrawn Trilogy Sourcebook Crazy $24.00 Normally $45.00
This book is a compilation of Heir to the Empire, Dark Force Rising, and The Last Command. These tell the story of Timothy Zahn's three novels, which are about five years after the Battle of Endor, where the Empire was almost about to be defeated, when a new evil leader arose, Admiral Thrawn, who pushed the New Republic to the edge of utter destruction.

WES STAR WARS SUPPLEMENTS
Crazy Special $52.00 Normally $103.00
These stocks are strictly limited. Four titles, also available individually as follows:
SW Gamesmaster Handbook Crazy $17.00 Normally $30.00
More rules and ideas for GMs, giving tips and hints on making your games more challenging & fun.
SW Expanded GM Screen Crazy $9.50 Normally $17.00
Includes a 64 page book with over a dozen player character templates, lists of skills and force powers, game stats for common characters, starships and vehicles, etc.
Cracken's Rebel Field Guide Crazy $12.00 Normally $22.00
Details the technology available to Rebel agents and soldiers - weapons, tools, computers, plus equipment.
Cracken's Threat Dossier Crazy $19.00 Normally $34.00
Delve into the secret files of New Republic Intelligence and learn the inside story on some of the greatest threats the New Republic has ever faced. Go on a guided tour of the Hapan Cluster, tangle with the forces of Nil Spaar and the Yevethan Protectorate, or match wits with the Human League on Corellia.

CEE BABYLON PROJECT SPECIAL
Crazy Special $28.00 Normally $62.00
For all you who have bought the *Babylon Project*, or are thinking of buying it, or you would like to play Babylon 5 miniatures battles on a large scale, this special is for you...
Babylon Project Resource Kit Crazy $12.00 Normally $24.00
Includes a stunning 3 panel GM screen, master copy of the character record sheet and character worksheet, two full color pages of common logos, battle patches, and a full color booklet with optional game rules, stats on the Explorer starship, & race information.
Earthforce Sourcebook Crazy $19.00 Normally $38.00
Outlines the structure of Earthgov's military arm, delves into military life, details Earthforce facilities and ships, and features a complete miniatures game of ship to ship combat, with ship record sheets provided for most Earthforce ships, and some Narn, Centauri, and Minbari ships, and with color cut-out counters for all ships.

WES THE PARANOIA RPG BUNDLE
Crazy Special $35.00 Normally $120.00
This great special includes a package that contains the following: Paranoia 5th Edition Roleplaying Game, which is set in a darkly humorous future. A well meaning but deranged computer desperately protects the citizens of an underground warren. You play one of the computers elite agents. Your job is to search out and destroy the enemies of the computer. Your worst fear is that the computer will discover that you are one of these enemies: Paranoia Sourcebook, three new subdivisions of Alpha, new look at the ReBoot Alpha, new equipment, and the ReBooted Computer; Paranormal, an invasion of Paranoia world by vampires, and a mini-adventure; Paranormal, new rules to ignore, new secret societies, bots as player characters, psychological tests, etc.

TSR AD&D Monstrous Compendiums
Crazy Special $150.00 Normally $246.00
How many? Six (6) AD&D Monstrous Compendiums all offered here, so you'll never run out of having a huge variety of monsters in your games:
Monstrous Manual Crazy $38.00 Normally $55.00
The definitive sourcebook of monsters for the AD&D world. This 384 page hardback book contains lots of critters from MC1, MC2 & a few other sources. Some updated material plus heaps of colour illustrations.
1994 Annual Monstrous Comp. Crazy $25.00 Normally $37.00
Compiles a years worth of monsters from 1993 AD&D products. There are also some entirely new creatures. Over 100 denizens of the land, sky, sea, and underdark. All illustrations are in color.
1995 Annual Monstrous Comp. Crazy $25.00 Normally $37.00
Compiles a years worth of monsters for the entire line of AD&D game products released in 1994. Includes dinosaurs & pleistocene creatures.
1996 Annual Monstrous Comp. Crazy $25.00 Normally $37.00
Compiles a years worth of monsters for the entire line of AD&D game products. There are also some entirely new creatures.
Planescape MS Appendix # 1 Crazy $25.00 Normally $38.00
128 pages of monsters from the Astral, Inner, Outer, & Ethereal planes. Replaces the previous Outer Planes appendix.
Planescape MS Appendix # 3 Crazy $28.00 Normally $42.00
The creatures of the Inner Planes are vicious-beasts that thrive in raging fire, bottomless water, blinding radiance, airless vacuum. Dozens of new monsters, and a few old ones updated.

WW TRINITY RPG SPECIAL
Crazy Special $53.00 Normally $84.00
White Wolf's exciting new venture into the science fiction roleplaying world. Here we offer the core roleplaying game plus the most important sourcebook, as follows:
Trinity Roleplaying Game Crazy $38.00 Normally $55.00
Set 150 years into our future. A century and a half in the future, humanity ventures into space and encounters strange alien races and diverse new worlds, as well as establishing orbital colonies and terraforming Mars. Even as humanity struggles to find its place in this new age, Earth is assaulted by a menace from its past - twisted, once human creatures called Aberrants, monstrosities that seek to destroy our people and planet. The world's greatest defenders against this menace are psions - men and women who possess formidable psychic powers and who wield unusual biotechnological devices. 318 pages, 152 in full color, which prevent a very detailed overview of life in the 22nd century. Hardback.
Trinity Technology Manual Crazy $19.00 Normally $29.00
Spaceships take us to distant stars. Computer agents roam the electronic OpNet. Bioapps commune with psions' minds to become living weapons. New spaceships, weapons, bioapps, battle suits, computers, drugs, gadgets,etc.

TSR AD&D Supplements Special
Crazy Special $63.00 Normally $112.00
Here's a few cheap AD&D titles to spruce up your games and campaign worlds, also individually as follows:
Jakandor Island of War Crazy $25.00 Normally $37.50
The Knorr barbarians, driven from their homeland, wanted nothing but freedom and an honorable existance when they landed on the shores of Jakandor. What they found was an island occupied by despicable wielders of vile magic, who rely on legions of animated corpses to do their fighting. Two campaigns in one. Players choose one side of the conflict, either the race of wild barbarians, or the clan of technomancer wizards.
Jakandor Isle of Destiny Crazy $25.00 Normally $37.50
The history,culture, politics, religion, cities, attitudes, and magic of the Charonti people-a natin of wizards-is fully detailed. Allows to you play them as player characters. Has a color map of Jakandor.
Moonlight Madness Adventure Crazy $12.00 Normally $20.00
The curse of lycanthropy has struck and a stalwart band of heroes must race the moon to find a cure before one of them does something they will regret. You'll encounter hermits, sphinxes, dinosaurs, pixies, amazons, bandits...
Reunion Adventure Crazy $9.00 Normally $17.00
An RPGA network adventure for Al Qadim. A villain's greed causes the destruction and dispersion of an entire tribe of desert nomads. There are three adventures, one you play the men, another the women, the last the children.

Novels

WW Vampire: the Dark Ages Trilogy
Crazy Special $20.00 Normally $33.00
We offer here all three novels of the Grail's Covenant Trilogy, also available individually as follows:
To Sift Through Bitter Ashes Crazy $7.50 Normally $11.00
Obsessed with acquiring the Holy Grail for the Lasombra clan, the

vampire Montrovant sets out on a quest that pits him against the Knights Templar & the lair of an ancient Egyptian evil.
To Speak in Lifeless Tongues Crazy $7.50 Normally $11.00
Montrovant hears that the Knights Templar are about to fall, so he sets off to the rescue, and on the way becomes embroiled with Santos, Kli Kodesh, an ancient Nosferatu, etc.
To Dream of Dreamers Lost Crazy $7.50 Normally $11.00
After centuries of plotting and scheming, Montrovant draws close to finding the Grail. But an undead vampire hunter seeks him, as well as an enemy vampire who somehow escaped destruction at this hands.

FASA Twilight of the Clans (BattleTech)

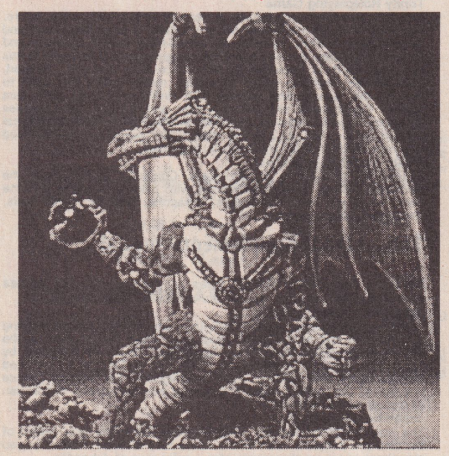
Crazy Special $47.00 **Normally $70.00**
Our number one selling novels at the moment are the Twilight of the Clans series of BattleTech novels. Why? These six novels describe in detail the changing universe of BattleTech. Can the Clans survive the Innersphere's attempt to destroy them as a threat forever?
Exodus Road Crazy $7.50 Normally $11.00
Star Captain Trent of Clan Smoke Jaguar is a warrior born, a steadfast believer in the way of the Clans - until unsavory political intrigue leads him to wonder just how far his Clan has fallen from those ideals. From a captured Com Guard tech he learns of a possible life of honor in the Inner Sphere, but can he escape?
Grave Covenant Crazy $13.50 Normally $15.00
This novel has been unavailable for months, so we had to obtain it from 'other sources'. As the truce of Tykayyid nears its end, the lords of the Successor States embark on a radical scheme to stave off galactic war - creating a new Star League Defence Force to destroy a powerful invading Clan. But backbiting and in-fighting may destroy this bold plan in its infancy.
The Hunters Crazy $7.50 Normally $11.00
"Carry the fight to the Clans" has become the rallying cry for the armies of the Successor States. Now, as they launch their offensive against the Clan Occupation Zone, a task force is drawn from across the Inner Sphere and heads down the Exodus Road to the very Clan homeworlds.
Freebirth Crazy $7.50 Normally $11.00
On his Khan's orders, mechwarrior Horse of Clan Jade Falcon travels to Clan Smoke Jaguar's home world to investigate a Falcon secret scientific station. But what secret experiments are being done that could be the end of Horse and give explosive results to the whole Clan?
Sword & Fire Crazy $7.50 Normally $11.00
Task Force Serpent stands poised on the brink of the greatest military operation since the liberation of Terra in 2277 - the target is the Smoke Jaguar homeworld. But with an assassin loose in her forces, General Ariana Winston will have to drawn on all her skill to reduce the Jaguar's planet to ruins with sword and fire.
Shadows of War Crazy $7.50 Normally $11.00
Task Force Serpent descends upon Huntress intent on destroying Clan Smoke Jaguar. But the Jaguars are more cunning that ever suspected, and then from the shadows enters a new threat - the greatest danger to humanity's future, and the war to end all wars is ignited.

Miniatures & Rules

RAL AD&D Dragon Blister Packs

Crazy Special $140.00 **Normally $233.00**
It looks like Ral Partha are losing their license to produce AD&D figures at the end of this year, and we have grabbed up one last big shipment of their beautiful, cheap AD&D blistered Dragon range. This is your last chance to get these:

RAL11576	**Gold Dragon**	Crazy $14.00	Normally $21
RAL11577	Red Dragon	Crazy $14.00	Normally $21
RAL11578	**Bronze Dragon**	Crazy $11.50	Normally $18
RAL11579	Amethyst Dragon	Crazy $11.50	Normally $18
RAL11580	**Black Dragon**	Crazy $11.50	Normally $18
RAL11581	Topaz Dragon	Crazy $11.50	Normally $18
RAL11582	**Dracolich**	Crazy $11.50	Normally $18
RAL11583	Silver Dragon	Crazy $11.50	Normally $18
RAL11584	**Blue Dragon**	Crazy $13.00	Normally $20
RAL11585	Emerald Dragon	Crazy $13.00	Normally $20
RAL11586	**Green Dragon**	Crazy $15.00	Normally $23
RAL11587	Copper Dragon	Crazy $13.00	Normally $20



RAL11579 Amethyst Dragon

GW Warhammer 40,000 Vehicles Special

Here are a number of best selling Warhammer 40,000 vehicles, at unheard of prices - by Citadel, of course. Limited stocks. The items are:

CIT0662	**Eldar Vyper Jetbike**	Crazy $25.00 Normal $40.00
CIT0732	Space Marine Bike	Crazy $11.50 Normaly $18.00
CIT~705	**Eldar Dreadnought**	Crazy $37.00 Normaly $55.00
CIT~712	Eldar War Walker	Crazy $37.00 Normaly $55.00

GW Warhammer Fantasy Dark Elves

Crazy Special $25.00 **Normally $44.00**
Here are a number of best selling Dark Elves, at unheard of prices - by Citadel, of course. Limited stocks. The items are:

CIT~162	**Dark Elf Witch Elves**	Crazy $10.00 Normaly $15.00
CIT~007	Dark Elf Corsairs	Crazy $9.00 Normaly $15.00
CIT~193	**Black Guard of Nag**	Crazy $8.00 Normaly $14.00

GW Warhammer Lizardmen Boxed Sets

Crazy Special $32.00 **Normally $50.00**
Here are two of the best selling Lizardmen boxed sets, at unheard of prices - by Citadel, of course. Limited stocks. The items are:

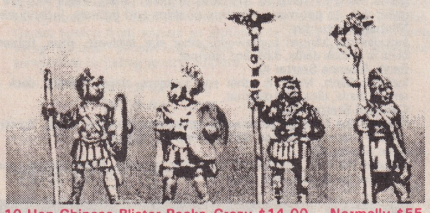
CIT~673	**Lizardmen Kroxigor**	Crazy $17.00 Normaly $25.00
CIT~617	Lizardmen Terradon	Crazy $17.00 Normaly $25.00

HOB 15mm Ancients Grab Packs

We were also able to get our hands on several hundred packs of Hobby Products (now called Gladiator) true 15mm ancients figures. We are offering them in the following way:

10 Hellenistic Blister Packs Crazy $10.00 Normally $55
Each Pack has 10 infantry or 5 cavalry – that's 10c a foot and 20c a cavalry figure! You will receive a random assortment of Prodromoi, Thessalians, Greek Heavy and Light Cavalry, Greek Archers & Slingers, (lots of) Greek & Successor Mounted General packs, Persian Slingers & Archers, Thracians, Illyrian Light Cavalry, Asiatic Archers, Graeco-Bactrian Cavalry, Light Horse, Knights and Pike, Seleucid Argyraspids, etc. We also have around 8 400 point DBM Hellenistic armies, mostly Graeco-Bactrian. The first 8 people to order 40 Blister Packs, will receive an army.

10 Late Roman Blister Packs Crazy $12.00 Normally $55
Each Pack has 10 infantry or 5 cavalry – that's 12c a foot and 24c a cavalry figure. You will receive a random assortment of Late Roman (& Patrician) Slingers, Skirmishers, Commands, Clinbanarii, Cavalry, Light Horse, also a small number of Huns and Goths (though mostly command groups.) Very limited stocks.



10 Han Chinese Blister Packs Crazy $14.00 Normally $55
Each Pack has 10 infantry or 5 cavalry – that's 14c a foot and 28c a cavalry figure. You will receive a random assortment of Han Chinese Command Groups, Infantry with Spear or Halberd, Infantry with Bow or Crossbow. Very limited stocks.

GLD Gladiator 15mm Historical Figures

Gladiator Miniatures (used to be Hobby Products) have cancelled Eureka Miniature's license to Manufacture their range of miniatures in Australia. Eureka will stop selling these miniatures at 31st January'99. If you have a Eureka Miniatures Catalog, you may order any Gladiator miniatures from the catalog at 30% off the retail price. If you don't have a Eureka Miniatures catalog, then we offer the following 350 point DBM armies or packs:

Early Achaemenid Persian	Crazy $90.00	Normally $144
Later Achaemenid Persian	Crazy $100.00	Normally $158
Alexandrian Macedonian	Crazy $90.00	Normally $137
Thracian	Crazy $100.00	Normally $158
Eastern Late Imperial Roman	Crazy $83.00	Normally $126
Late Seleucid	Crazy $99.00	Normally $147
Gepid (400 point army)	Crazy $121.00	Normally $170
Han Chinese (400 points)	Crazy $97.00	Normally $135
Later Visigoth (400 points)	Crazy $160.00	Normally $228
30 x 13th Century Knights	Crazy $23.00	Normally $33
60 x 13th Century Foot Knight	Crazy $23.00	Normally $33
60 x 13th Century X-bowmen	Crazy $23.00	Normally $33
60 x 13th Century Spearmen	Crazy $23.00	Normally $33

13th Century Knights

SF Female Fantasy Gridiron Team

Crazy Special $30.00 **Normally $35.00**
Shadowforge miniatures, an Australian company, has released a female fantasy gridiron team. There are 11 different figures, those with the same pose having different hairstyles. They look great!

Female Fantasy Gridiron Team

HOB Cthulhu*ish* 25mm Figures

We have a few hundred blister packs of true 25mm Hobby Products Cthulhu*ish* figures, with human adventurers, policemen and other characters set in the 1920s, and hordes of various Cthulhu*ish* monsters. We offer them here at grab packs, at around 70 – 85% off the retail prices. If you order 40 packs, you pay only $0.60c per pack! You can also mix and match the two types together.

Types of Cthulhu*ish*	No. of Packs				
Figure	5	10	20	30	40
Adventurers etc	$5	$9	$16	$21	$24
Monsters	$5	$9	$16	$21	$24

NDG Moondragon Grab Packs

Crazy Special $30.00 **Normally $127.00**
Although a great game with excellent quality spaceships, the Moondragon game was not a success for us, so we are sadly clearing out the stock. We have 15 Grab Packs available, each has a copy of the game, the Birds of Prey rules supplement, and around 4 – 5 packs of spaceships.

GW Citadel Old Color Paint Set

We managed to limited stocks of the old Citadel Paint set. But stocks are limited.
CIT0089 Citadel Color Paint Set Crazy $20.00 Normaly $33

CHX Chessex Figure Cases

Crazy Special $100.00 **Normally $150.00**
We are over stocked on the three Chessex Figure Cases (actually, the 88 compartment case is by GHD, but the only difference is the color), so here they are cheap:

GHD1000 88 Compartment Figure Case	**Crazy $36.00**
CHX2851 56 Compartment Figure Case	Crazy $36.00
CHX2852 40 Compartment Figure Case	**Crazy $36.00**

Computer Games

You can order all nine of the Avalon Hill computer games for $130.00, originally $810.00!

AH HISTORY OF THE WORLD

Crazy Special $17.00 **Originally $90.00**
Avalon Hill's best selling boardgame of strategy and world conquest now available on computer. It took the Pharaohs a lifetime to build the pyramids. Entire dynasties rose and fell before the Great Wall of China was completed. yet these and other monumental tasks unfold before your eyes against the panoramic background of the rise and fall of the world's greatest civilizations won by men in arms ranging from ancient Sumerian charioteers to the Kaiser's stormtroopers. But the road to empire runs through seven Epochs - each barred by a host of calamities such as plague, civil war, barbarian incursions, earthquakes, floods, and holy wars announced in animated splendor to decide the fate of nations. 1 to 7 human or computer players. *IBM Requires: 486/33, 2xpCD-ROM, 8mbRAM,SVGA*

AH ADVANCED CIVILIZATION

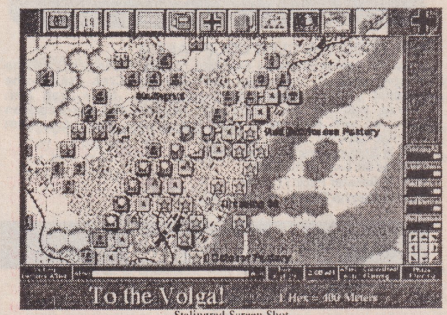
Crazy Special $17.00 **Originally $90.00**
Avalon Hill's best selling boardgame of strategy and world conquest now available on computer. It took the Pharaohs a lifetime to build the pyramids. Entire dynasties rose and fell before the Great Wall of China was completed. yet these and other monumental tasks unfold before your eyes against the panoramic background of the rise and fall of the world's greatest civilizations won by men in arms ranging from ancient Sumerian charioteers to the Kaiser's stormtroopers. But the road to empire runs through seven Epochs - each barred by a host of calamities such as plague, civil war, barbarian incursions, earthquakes, floods, and holy wars announced in animated splendor to decide the fate of nations. 1 to 7 human or computer players. *IBM Requires: 486/33, 2xpCD-ROM, 8mbRAM,SVGA*

AH KINGMAKER

Crazy Special $17.00 **Originally $90.00**
Avalon Hill's famous boardgame is now available as a solitaire computer game, with high quality digitized graphics, digitized speech, icon-based interface, infinite replayability and adjustable difficulty levels. The game is set in England during the War of the Roses in the 1400s. You cast your support for one of the claimants to the throne, and then do all you can to get him on the throne. Includes family trees, tactical battles to fight that have the feel of a miniatures game; a strategic map on which to maneuver your armies and gather taxes, etc. *IBM requires: mouse, VGA, hard disk, CD, MS-DOS 5.0 or higher.*

AH STALINGRAD

Crazy Special $17.00 **Originally $90.00**
Avalon Hill's popular wargame is now converted into a computer game. Set in 1942, after five months of German advances on Stalingrad and the oil fields of the Caucasus, the German army has settled in for a bitter winter on the Russian steppes, with their Rumanian, Italian, and Croatian allies to bolster their flanks. But the Red Army has other plans. Stalin, having pulled reserves from every front and military district in the Soviet Union, is about to hand Hitler his first major defeat. This game, featuring stunning graphics, allows you to play the computer or a human opponent, and you can play Axis or Soviet. *IBM Requires: 8 mb RAM, 386 +, VESA SVGA, hard disk, CD-ROM.*



Stalingrad Screen Shot

AH WOODEN SHIPS

Crazy Special $17.00 **Originally $90.00**
This is so stunning it took my breath away. Ship to ship combat features beautiful SVGA wooden sailing ships (over 130 different ships from 1775-1815) sailing in formation with billowing sails, with zoom in and out, and for boarding actions and checking the condition of the ships is a stunning deck view showing cannons and crews in action. There are 18 historical ship to ship and fleet combats, a campaign game, and you can design your own scenarios. You can play solitaire against the computer, hot-seated with a friend on the same computer, or via E-mail. *IBM Requires: 486/66, 8mbRAM, SVGA, hard disk, CD-ROM.*

AH THIRD REICH

Crazy Special $17.00 **Originally $90.00**
Have you ever wondered how WWII would have developed if the Germans had captured Moscow, or invaded Britain? In this faithful adaption of the boardgame you command the armies, air forces and navies of one of the major powers during WWII. The game includes all air, ground and sea forces of all the historical belligerants plus the forces of Spain and Turkey. Players are free to pursue many strategies - this is the perfect game with which to explore all the "what ifs" of the war in Europe. Can be played two player or solitaire against a strong computer A.I. There are four scenarios, 1939, 1942, 1944, and the entire war, 1939-46. *IBM Requires: 486/66, 8mbRAM, SVGA, hard disk, CD-ROM.*

AH ACHTUNG SPITFIRE

Crazy Special $17.00 **Originally $90.00**

Computerised version of the Avalon Hill boardgame London's Burning. It is September 1940, and British coastal radar reports a Luftwaffe squadron of Heinkel He111s coming from the south heading for London. Another group of German Junkers Ju87 dive bombers is approaching from the east. Which do you intercept? With 25 aircraft types, film footage, dozens of dogfight missions, combat missions, and tours of duty. 5 levels of difficulty. *IBM Requires: Win'95, 486/66, 8mbRAM, hard disk,CD-ROM, SVGA.*

AH OVER THE REICH

Crazy Special $17.00 **Originally $90.00**

You command an Allied or German squadron of 16 fighters over WW2 Germany, 1943-45, in this strategy and role playing game. Choose the aircraft, select the pilots and armaments, plot the missions and fight your way to final victory. How long can your squadron survive in the skies? You can fight single battles, plan and fly a mission, or serve a complete tour of duty. With 19 aircraft types, unique pilots, variety of missions. Can be played two player vie e-mail, network, or on the same computer. *IBM Requires 486/66, 8megRAM, CD-ROM, Windows 3.1+.*

AH D-DAY

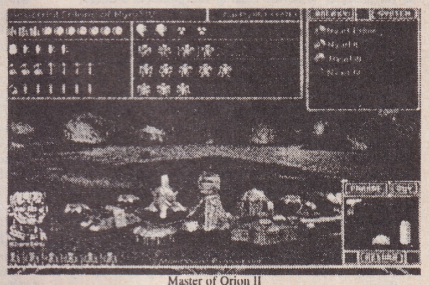
Crazy Special $17.00 **Originally $90.00**

By Avalon Hill and the staff who designed the 360 V for Victory series, in this wargame you test your skills as a WW2 general in a historically realistic game. There are seven scenarios going from the invasion of France in June 1944 to the collapse of Nazi Germany, including SS Counterattack, Saint-Lo, Utah Beach, Omaha Beach, and the Campaign Game of all scenarios together. With a large full color map, quick start instructions, and detailed rules and historical commentary. With limited intelligence and fog of war. For one or more players. *IBM Requires: 386, 4mbRAM, SVGA, CD-ROM.*

MIC MASTERS OF ORION II

Crazy Special $22.50 **Originally $90.00**

This game has gone straight to being my No. 1 favorite space colonisation and conquest game. No other game even begins to compare. You can start with just one planet with low tech, and then expand your colony while developing tech. Soon you build simple starships and visit the neighboring star systems, sending out colony ships to suitable worlds. There are thirteen different alien races, including insects (my favorite, who produce very efficiently), subterraneans, psilons, humans, etc. When you meet other players you can ally them, conquer them (and you *don't* have to exterminate their populations - at last! You can simply stick your marines on the planet and the aliens serve you.) or you can form trade or tech research agreements. I made an alliance with one computer opponent and he never once backstabbed me, nor me him. There are hundreds of tech levels and fields to develop, eventually letting you build over thirty different structures on your colonies - and this is my favorite part. There are many different types of worlds, volcanic, desert, water, rich, and the graphics are completely stunning and mesmorising. And as you later terraform and soil enhance these worlds, their appearances change. And the music is so relaxing and peaceful, that one of my friends falls asleep playing this game. I find the game relaxing and fulfilling. *IBM Requires: 486/100+, 8megRAM, SVGA, hard disk, CD-ROM, soundcard.*



Master of Orion II

MIC CIVILIZATION II

Crazy Special $30.00 **Originally $90.00**

This game of building a civilization and guiding it through 6,000 years of history has just been rewritten as a second edition. Features stunning new 3D graphics for world detail, and 3D cities in full color; there are heaps of new troop types and weapons such as elephants, archers, stealth fighters and bombers, AEGIS cruisers; there are more technologies to develop; diplomacy is expanded and improved; there is a new map editor, full motion video of Wonders of the World; and there are now pre-set scenarios that let you take control of civilizations already developed, such as Ancient Rome, or a nation in WW2. *IBM Requires: 486DX/33+, Windows 3.1+, 8mbRAM, SVGA, CDROM, mouse, hard disk.*

MIC X-COM APOCALYPSE

Crazy Special $30.00 **Originally $90.00**

The ultimate strategy combat game. A substantial upgrade from the previous two X-Coms. You command the elite X-COM troops as they strive to investigate and repel an alien invasion of Earth. By hiring scientists and engineers, you can research and manufacture new weapons, vehicles and armor. You must discover the source of the alien invasion, penetrate the alien homeworld and destroy their control centre. *IBM Requires: Pentium 75+, 16mbRAM, SVGA, CD-ROM, hard disk.*

Close Outs

The following items are either overstocks or have been dropped either by us or by the manufacturer. As a result, we are offering all of these items very cheaply indeed. Most titles are described elsewhere in the catalog.

TSR2434	Brazen Gambit Dark Sun novel	$2.00
TSR2435	Darkness Before Dawn Dark Sun novel	$2.00
TSR2616	Blood Hostages Planescape novel	$4.00
TSR2617	Abyssal Warriors Planescape novel	$4.00
TSR2627P	Pages of Pain Planescape Softcover novel	$4.00
TSR8360	Night of the Eye AD&D novel	$4.00
TSR8365	The Dargonesti AD&D novel	$3.00
TSR8373	The Gully Dwarves AD&D novel	$4.00
TSR8413	Spellfire AD&D novel	$4.00
TSR8476	Viperhand AD&D novel	$3.00
CHA2328	Fatal Experiments (Call of Cthulhu)	$15.00
CHA2332	Dark Designs (Call of Cthulhu)	$12.00
CHA2340	Blood Brothers II (Call of Cthulhu)	$14.00
CHA2357	In the Shadows (Call of Cthulhu)	$11.00
CHA2372	Bermuda Triangle (Call of Cthulhu)	$20.00
CHA6014	Singers of Strange Songs novel (Call of Cthulhu)	$9.00
APL006	Operation Cannibal WWII wargame	$15.00
APL007	Red Steel: Clash WWII wargame	$25.00
FAS6307	Blades (Earthdawn RPG)	$8.00
GDW5000	Mythus RPG + Mythus Magick	$8.00
IRO7216	Sigurd Archdiocese (Silent Death)	$7.00
RTG3341	EcoFront (Cyberpunk RPG)	$4.00
WHT11007	Cities of Darkness Unseen (White Wolf novel)	$3.00
WHT11050	The Ebon Mask (White Wolf novel)	$3.00
WHT4208	Technocracy Assembled Vol I (Mage RPG)	$12.00
WHT6200	Necropolis Atlanta (Wraith RPG)	$6.00
XID001	Providence Rule Book RPG	$24.00
XID002	Providence World Book	$24.00
XID805	Providence GM Compendium	$14.00
XID808	Providence – the Recognisers	$12.00

OSPREY HISTORICAL REFERENCE BOOKS

Ancient Era

CAMP7 ALEXANDER 334-323 BC A gripping account of the brilliant campaigns of a young man who conquered the entire known world before he reached 30 years of age. $32.00

MAA109 ANCIENT ARMIES OF THE MIDDLE EAST Includes Ancient Summerians, Egyptians, Philistines, Libyans, Hittites, Assyrians, etc. Plates by Angus McBride. $23.00

Concord ANCIENT CELTS A new line of Concord history books, this one with equal pages of text and plates by Angus McBride. Covers celts from 600 BC - 1300 AD. Even covers the Galatian invasion of Italy and Greece. $25.00

WAR5 ANGLO-SAXON THEGN The Saxons slowly conquered much of Britain from the celts and picts. $26.00

MAA121 ARMIES OF THE CARTHAGINIAN WARS A detailed account of the Carthaginian and Roman armies and their allies during their many wars against each other. $23.00

CAMP36 CANNAE 216 BC The Roman army received a crushing defeat at the hands of Hannibal in 216 BC. $32.00

MAA283 EARLY ROMAN ARMIES The development of the Roman army from about 500 to 275 BC. $23.00

WAR17 GERMANIC WARRIOR 236-568 AD The 3rd to 6th centuries saw the collapse of Roman civilization and the emergence of Germanic warrior societies. $26.00

MAA295 IMPERIAL CHINESE ARMIES (2) 590-1260 AD Follows the Imperial Chinese military machine from the reunification of China by Yang Chien to its destruction and conquest by Kubilai Khan. $23.00

MONT JUSTINIAN'S WARS This is one of the best written and most engrossing books of ancient combat I've seen to date. It focuses on the wars between Eastern Roman (early Byzantine) forces and the Vandals in Africa, the Goths in Italy in three phases, the Franks in Italy, and the Visigoths. Brilliant. $34.00

WAR15 LATE ROMAN CAVALRYMAN 236-565 AD Extremely detailed look at Late Romand Cavalry, including organisation, colors, tactics, development, formations. $26.00

ELITE40 NEW KINGDOM EGYPT Covers the history of Egypt from 1674 BC - 1085 BC, including wars with the Hittites, Hyksos, etc. Has magnificent full color plates by Angus McBridge of a Mitanni armored chariot, Hyksos, etc. $26.00

CAMP22 QADESH 1300 BC Clash of the Warrior Kings The greatest of the Egyptian Pharaohs, Rameses II, leads the most professional Egyptian army against the might of the Hittite Army. The three man Hittite shock chariots clash with Egyptian spearmen, archers, and skirmishing chariots. $32.00

MONT REIVERS For 300 years the Borderlands between England and Scotland were a battleground in a savage war of attrition. With heaps of color plates by Angus McBride. $34.00

MAA291 REPUBLICAN ROMAN ARMY 200 - 104BC Detailing weapons and equipment, organisation and levy, tactics used by the various arms, etc. $23.00

MAA46 ROMAN ARMY: CAESAR TO TRAJAN Details the tactics, armor, command structure, and history of the Roman army during it's most famous days. $23.00

MAA93 ROMAN ARMY: HADRIAN TO CONSTANTINE Rome's glorious days are over, but it's army is still locked in furious combat to survive. $23.00

MAA180 ROME'S ENEMIES: ARMIES OF SPAIN Rome fought many difficult battles in Spain leading uptil 20 BC. This book details the Iberians, Celtiberians, scutarii, etc. $23.00

MAA243 ROME'S ENEMIES: THE DESERT FRONTIER Part of Rome's empire included Africa, and this book details the African enemies who opposed Ancient Rome. $23.00

MAA158 ROME'S ENEMIES: GALLIC & BRITISH CELTS Gauls and British celts are 2 of Rome's most famous and thought of enemies. Learn about their tactics, defeats, etc. $23.00

MAA129 ROME'S ENEMIES: GERMANICS & DACIANS The vigorous northern 'barbarians' who were the destroyers of the Western Empire of Rome, subsequently creating medieval Europe, the feudal system and chivalry. Tribes covered are Thracians, Sarmatians, Marcomanni, Goths, Angels, Saxons, & Jutes. 8 color plates. $23.00

MAA175 ROME'S ENEMIES: PARTHIANS & SASSINIDS Covers the rise of the Parthians, a warrior race using impressive cataphract cavalry and mounted horse archers who held Rome at bay for 300 years. $23.00

MONT SASSANIAN ARMIES The Sassanid overthrew the Parthians in 226 AD, and fought against the Romans, Huns and Romano-Byzantines. Costume, equipment, organisation, etc. $30.00

MAA150 THE AGE OF CHARLEMAGNE Within a quarter of a century the small and modestly trained army of Charles Martel had grown into a major war weapon. $23.00

ELITE7 THE ANCIENT GREEKS 500-300 B.C. 64 page book with 12 color plates detailing the armies and troop types of the Greek city states during the Classical Period. Plates are by McBride. $26.00

MONT THE ARMIES OF BACTRIA 700 BC - 450 AD Bactrian warfare within this time period has never been comprehensively examined as a whole. This product is a two-book set, which fills this gap by using all of the available source material to reconstruct the history. $40.00

MONT THE ARMY OF TANG CHINA The organisation, uniforms and equipment of the armies of Tang China in the 6th-9th C AD. Plates by Angus McBride. $30.00

MAA69 THE GREEK AND PERSIAN WARS 500-323 B.C. The high years of Ancient Greece, the Athenians verses Persians at Marathon, the 300 Spartans attempting to delay Xerxes at Thermopylae, Xerxes defeat at sea at Salamis, the battles of Plataea and Mycale, the Peloponnesian War, early days of Alexander the Great, etc. $23.00

ELITEA42 THE PERSIAN ARMY 560-330 BC The arch-enemies of Ancient Greece and Macedonia. With heaps of detail hard to find elsewhere, for example, it gives a full description of Iphicratean Peltasts!! $26.00

ELITE50 THE PRAETORIAN GUARD A close look at the elite Roman Praetorian Guard who, although alite, were normally outclassed and outfought by the veteran legionaries. $26.00

MONT THE PTOLEMAIC ARMY 168-145 BC A detailed examination of the arms, armor and uniforms of the Ptolemaic army, with superb color plates by Angus McBride. $30.00

MAA137 THE SCYTHIANS 700-300 BC The first of the great armies of horse-archers to come out of the East, though they were Indo-Europeans. $23.00

ELITE66 THE SPARTAN ARMY The Spartans were the only full time army in ancient Greece and were thus truly an elite force. Gives history, training, lots of specific historical accounts,etc. $26.00

MONT WARRIORS OF EURASIA A 48 page book giving a brief overview and color illustration of warriors from in Eurasia from the 8th C BC to 17th C AD. Includes Sarmations, Huns, Goths, Scythians, Kushans, Parthians, etc. $32.00

Middle Ages

CAMP9 AGINCOURT 1415 The tiny English army under Henry V numbered 6,000, being 5,000 archers & 1,000 men-at-arms, was to battle a French army of around 30,000, but yet again the impetuousness of the French nobles and knights was to lead to their undoing. $32.00

MAA111 ARMIES OF CRECY & POITIERS Two of the most important battles in the early years of the 100 Years War, between the French and English. $23.00

MAA113 ARMIES OF AGINCOURT An excellent overview of this crucial battle between the French and English during the 100 Years War. $23.00

MAA154 ARTHUR & THE ANGLO-SAXON WARS The Arthurian Age & the birth of England. A time of settlement & the sword as invading Germanic peoples such as the Saxons, Jutes, and Angles, drove back the Romano-Celtic culture of Britannia. Also covers the Welsh, Irish, Picts, Norse & Danish. Plates by McBride. $23.00

MAA89 BYZANTINE ARMIES 886-1118 AD The last bastion of Civilization to span from the Ancient era to the Middle Ages. They fought with & against the Crusaders, Islam, etc. $23.00

MAA287 BYZANTINE ARMIES 1118-1461 AD Their continued wars with the Turks, the Italians, the Normans, etc, with organisation, equipment, tactics, colors, etc. $23.00

CAMP43 FORNOVO 1495 The mentally backward French King Charles VIII invaded Italy in 1494, laying claim the throne in Rome. Could the divided Italian city-states combine to end this threat? And what happened when the Italian knights squared off against the French knights, the flower of chivalry? $32.00

MAA231 FRENCH MEDIEVAL ARMIES 1000-1300 AD French knights were considered the flower of European chivalry. Covers their origins, training, feudal service, knightly ideals, troop types, mercenaries, militias, strategies and tactics. $23.00

MAA200 EL CID & THE RECONQUISTA The very name El Cid sums up much of the special character of medieval Spanish warfare. This book covers 1050 - 1492 AD. $23.00

WAR11 ENGLISH LONGBOWMEN 1330-1515 An indepth examination of the famous English longbowmen. $26.00

MAA310 GERMAN MEDIEVAL ARMIES A totally revised version, covering many different campaigns. $23.00

CAMP53 GRANADA 1492 Granada was the last Islamic enclave in Spain, and it took 11 years for the Spanish to overcome it. $32.00

CAMP13 HASTINGS 1066 The Norman invasion of Britain, and the subsequent battle of Hastings. $32.00

CAMP19 HATTIN 1187 Read how the events of 1187 AD shook Western Europe as Saladin crushed the Christian army at Hattin, then retaking Jerusalem. $32.00

MAA195 HUNGARY & THE FALL OF EASTERN EUROPE Hungary beat back invasions from Germany, settled invading Pecenegs, Magyars, Cumans, & were later threatened by the Ottoman Turks. $23.00

MAA136 ITALIAN MEDIEVAL ARMIES 1300-1500 A fascinating history, as the Italians formed a number of powerful city states, who competed against each other. $23.00

WAR18 KNIGHT OF OUTREMER 1187-1344 Following Saladin's great victory at Hattin in 1187AD, the remaining Latin or Catholic enclaves in the Mediterranean were called Outremer. $26.00

ELITE17 KNIGHTS AT TOURNAMENT One of the greatest pasttimes of medieval nobles - tournaments! $26.00

CAMP46 LAKE PEIPUS 1242 AD The story of the struggle between the Teutonic Knights and the powerful Russian city state of Novgorod. They clashed at frozen Lake Peipus. $32.00

CAMP50 MALTA 1565 AD The epic siege of the island fortress of the Knights Hospitaller by the Turkism army of Suliman is one of the most compelling stories in western history. $32.00

MAA50 MEDIEVAL EUROPEAN ARMIES Probably the most important book any fantasy or medieval wargamer can buy. This superb book covers in detail how feudal armies were raised, how mercenaries were hired, the emergence of the first national armies; and how all such bodies of troops were organised, cavalry, infantry, artillery. And tactics, including the longbow, Swiss pike, Hussite, Condottieri, and ranks of command & their titles. $23.00

MAA99 MEDIEVAL HERALDRY An introduction to the reader of the role of the military aspect of heraldry and examples of how it was used in the 14th and 15th centuries. $23.00

WAR1 NORMAN KNIGHT 950-1204 AD 64 page book, with 12 color pages. The rise and development of Norman Knights. $26.00

CAMP44 PAVIA 1525 Pavia was the most decisive battle of the Italian Wars which raged almost continously between 1494 and 1529, between Italy and France. $32.00

MAA171 SALADIN & THE SARACENS Gives a full account of Saladin as he lead the Saracens in battle against the Crusaders, but also details the Seljuqs, Fatamids, Kwarismians, Mamluks. $23.00

WAR7 SAMURAI 1550-1600 An indepth look into the training, arms and armor of the Samurai warrior, during the Japanese Age of Battles $26.00

WAR10 SARACEN FARIS 1050-1250 AD The Saracen cavalry, or faris, bested the Crusader's in almost every battle, but of a bigger threat were the Seljuq Turks and Mongols. $26.00

MAA222 THE AGE OF TAMERLANE Said to be a descendent of Genghis Khan, Timur defeated the Jagatai, Karts, Jalayarids, Georgians, Turkomans, Golden Horde, Mazandarians, Muzaffarids, Ottomans, Mamluks, & the Delhi Sultanate. $23.00

MAA279 THE BORDER REIVERS Focuses upon the mounted English Border Reivers, elite troops who protected the English border from Scottish raids. $23.00

ELITE19 THE CRUSADES An overview of the Crusades, their participants, battles, etc. $26.00

ELITE58 THE JANISSARY INFANTRY The Janissarys were elite infantry serving in the army of the Ottoman Turks. $26.00

MAA155 THE KNIGHTS OF CHRIST Details the Knights of the Temple, the feared Templars; Knights of St John of Jerusalem, the Hospitallers; Knights of St Lazarus; Hospitallers of St Thomas of Canterbury; German Orders, etc. $23.00

MAA259 THE MAMLUKS In Europe the Mamluks of Egypt are remembered as so-called Slave Kings who drove the Crusaders from the Holy Land. They remained a great power for two and a half centuries, with a military tradition stretching back to the 8th century. $23.00

MAA105 THE MONGOLS Examines the history, warriors, armies, and tactics of the most successful warrior race in the whole of the Middle Ages. Russian cities fell before them, and then they turned on Hungary, crushing its armies, but by February 1492, something happened to make them return home. $23.00

ELITE9 THE NORMANS It was the Normans who began the creation of the United Kingdom, with the defeating of the Anglo-Saxons and unifying of all of Britain. They also had a large impact on French history, established a state in southern Italy and Sicily, and the Norman

State of the Principality of Antioch, which played a large part in the Crusades. $26.00

ELITE23 THE SAMURAI One of my favorite Osprey books - this one covers the Samurai from 935AD until 1600 AD, with the most stunning color plates I've seen by Angus McBride - full armor details for samurai in the time of the Mongol invasion, etc! $26.00

MAA151 THE SCOTTISH & WELSH WARS 1250-1400 Despite the Normans conquering the Anglo-Saxon England in 1066, it was another two centuries before the Anglo-Norman kings penetrated the wild interiors of Wales & Scotland. $23.00

MAA94 THE SWISS AT WAR One of the best MAA books. The whole book presents the development of the Swiss army by presenting detailed accounts of battle after battle, showing the Swiss changing from all halberdiers to mixed pikes and halberds. $23.00

MAA210 THE VENETIAN EMPIRE 1200-1670 AD The city state of Venice in Italy had an extremely individual history & involvement during the Middle Ages. It had it's own fleets, an extremely aggressive merchant empire (3,000! ships by 1450AD), and saw much combat against the other Italian city states, including river warfare, and a heavy reliance upon the condottieri (mercenaries). $23.00

MAA145 THE WARS OF THE ROSES This was in fact a dynastic struggle between the English houses of York and Lancaster. A unique tactical study, for this war was one of the only ones in which both sides used longbows. $23.00

Gun Powder Era

ELITE62 AMERICAN CIVIL WAR ZOUAVES American Zouaves regiments, being filled with foreigners, based themselves on the French Zouaves. $26.00

CAMP2 AUSTERLITZ 1805 Napoleon was cut off from his supply lines, and opposed by a joint Russian/Austrian army, yet he still managed to win. How did he manage such a feat? $32.00

BATTLE IN THE CIVIL WAR This stunning little history book is by Paddy Griffith. It is a step by step explanation of how the Blue and Gray armies squared up to fight each other; how they maneuvered ont he battlefield and what happened when they came to close combat. With *tons* of great illustrations. $30.00

MAA301 BOER WARS (I) 1836-1898 AD The Boer Wars saw the saw the Dutch settlers in South Africa, the Boers, crush almost everything the English and local Africans could throw at them. Gives heaps of detailed descriptions of battles & skirmishes, including wagon laager battles and small units of mounted Boers taking on thousands of Ndebele. $23.00

MAA303 BOER WARS (II) 1898-1902AD The Boers manage to impose their authority over the black population by the mid 1890s, but by 1902 they were defeated by the British. $23.00

MAA319 BRITISH FORCES IN NORTH AMERICA 1793-1815 Uniforms, organisation & equipment, etc. $23.00

MAA294 BRITISH FORCES IN THE WEST INDIES 1793-1815 Uniforms, organisation & equipment of the British forces, including blacks, the West Indies, from 1793-815. $23.00

WAR19 BRITISH REDCOAT 1740-93 During the 50 year period covered by this study, the British army earned itself a formidable reputation as a fighting force. $26.00

WAR20 BRITISH REDCOAT (2) 1793-1815 Continues the story of the British Redcoat into Waterloo. $26.00

CAMP35 CHANCELLORSVILLE 1863 Considered to be Robert E. Lees finest victory, but cost him Jackson. $32.00

Campaign: Culloden 1746 Follows the progress and final defeat of Prince Charles Edward Stuart of Scotland. He gathered around him an army of loyal Highland clansmen and at first defeated the English. But finally the Scots launched their last charge. $30.00

WAR21 HIGHLAND CLANSMAN 1689-1746 Focuses on the Clansmen during their conflict with the English. $26.00

WAR22 IMPERIAL GUARDSMAN 1799-1815 Focuses on the French Imperial Guard. $26.00

CAMP51 INKERMAN 1854 The Russians march out of the besieged city of Sevastopol to throw off the allied British & French forces. The Russians outnumber their enemies 5 to 1! $32.00

MAA292 KING GEORGE'S ARMY 1740-1793 (3) Uniform colors and organisation etc of the English army involved in the Seven Years War, the War of Austrian Succession, and War with France in America. $23.00

MAA307 LATE IMPERIAL CHINESE ARMIES 1520-1840 Chinese weapons & tactics fall behind those of other nations. $23.00

MAA296 LOUIS XV's ARMY (1) CAVALRY & DRAGOONS A substantial part of Louis XV's army consisted of numerous regiments of Guard Cavalry, heavy Cavalry, and dragoons. $23.00

MAA302 LOUIS XV's ARMY (2) FRENCH INFANTRY Details the troops recruited from men born and raised in France. $23.00

MAA304 LOUIS XV's ARMY (3) FOREIGN INFANTRY The importance of foreign regiments in the French army was great. $23.00

MAA308 LOUIS XV's ARMY (3) Light Troops & Specialists Reveals an extraordinary variety of units. $23.00

MAA313 LOUIS XV's ARMY (5) Colonial & Naval Troops Reveals an extraordinary variety of units. $23.00

CAMP41 RORKE'S DRIFT 1879 The most famous battle of the Zulu war against the British. Little more than 100 British soldiers and patients defend a hospital against almost 4,000 Zulus. $32.00

MAA297 RUSSIAN ARMY OF THE SEVEN YEARS WAR (1) Covers the Russian army from 1725 - 1740 and then into the seven years war, looking at uniforms, tactics, chronology, etc. $23.00

CAMP48 SALAMANCA 1812 The most decisive battle of the entire Peninsular War where Wellington smashed Marmont's French army, with a thrilling pursuit then occuring. $32.00

CAMP54 SHILOH 1862 The first major battle in the Western Theatre of the American Civil War, a great shock to all. $32.00

MAA314 THE OTTOMAN EMPIRE 1775-1820 The Army of the Ottoman Empire in the Napoleonic era. $23.00

MAA293 THE RUSSIAN CIVIL WAR (1) THE RED ARMY Uniforms, equipment and organisation of the Red Army during Russia's civil war, which raged from 1917-1926. $23.00

MAA305 THE RUSSIAN CIVIL WAR (2) THE WHITE ARMY Uniforms, equipment and organisation of the 'White' Army during Russia's civil war, which raged from 1917-1926. $23.00

EHQ THE WAR IN MEXICO Hardcover book. Volunteers from many states were carried to Mexico by a war fever that anticipated the American Civil War. Future generals got their experience. $60.00

WAR13 UNION CAVALRYMAN 1861 - 1865 Extremely detailed look at the training, development, equipment, uniforms, organisation and tactics of the Union Cavalry. $26.00

MAA281 US DRAGOONS 1833 - 1855 The US Dragoons were formed in 1833 to explore far and wide into the Western territory, & bear the arms of the Union. $23.00

CAMP15 WATERLOO 1815 A detailed examination of one of the most famous battles in history. Napoleon vs Wellington. $32.00

CAMP47 YORKTOWN 1781 Washington systematically begins seeking out and destroying British impregnable fortresses. $32.00

WAR14 ZULU 1816 - 1906 The Zulus caused the British Colonial troops quite a scare in the late 1870s. But fire power eventually won the day. $26.00

WWI, WWII, & Modern

CAMP5 ARDENNES 1944 Hitlers last desperate gamble - the Battle of the Bulge. $32.00

Concord Armor of the Vietnam War (1) Allied Forces Heaps of B&W photos with text, & color plates. $22.00

CAMP42 BAGRATION 1944 A very detailed account of the build-up to, and the battles involved with the Soviet Army's massive assault on the Nazi Army Group Centre, in 1944 $32.00

OSPACE5 Blenheim Squadrons of WWII The British Blenheim medium bombers were largely obsolete, yet they still saw substantial amounts of action. They needed fighter support to survive. $32.00

WAR16 BRITISH TOMMY 1914-1918 This book looks in detail at how the British soldier lived, fought, and died during those horrible years of WW1. Weapons, tactics, uniforms, etc. $26.00

MAA306 CHINESE CIVIL WAR 1911-49 The fall of the Manchu dynasty in 1911 brought to an end a thousand years of Imperial rule and ushered in 40 years of strife. $23.00

Concord D-Day Tank Warfare Armored combat in the Normandy campaign from June – August 1944, covering US, Germand English tanks. Heaps of photos, color plates. $22.00

MAA300 FRENCH FOREIGN LEGION SINCE 1945 Follows the history of service and composition of Foreign Legion units throughout the world. $23.00

ELITE63 GERMAN MOUNTAIN & SKI TROOPS 1939-45 One of the elite arms of the German forces during WW2, that has received little attention. This book gives them attention at last. $26.00

NVA7 IS-2 HEAVY TANK 1944-73 Follows the history of the development and action of the IS Soviet heavy tank, which first appeared in late 1943. $23.00

ACE6 Junkers Ju 87 in North Africa & Mediterranean The Ju 87s faced completely different combat conditions in North Africa and the Mediterranean, as there was no British radar. $32.00

NVA1 KINGTIGER HEAVY TANK Detailed look at development & action of Pz VI B. $23.00

CAMP16 KURSK 1943 Excellent blow by blow account of the largest tank battle in history, where the Germans launched their last and perhaps most stupid offensive in Russia. $32.00

NVA17 KV-1 & 2 HEAVY TANKS 1941-45 The Germans got two nasty shocks when they invaded Russia in 1941 - the T-34 and the KV-1 & 2. $23.00

NVA24 LEOPARD 2 The German main battle tank from 1979-'98. Development, variants, etc. $23.00

M2/M3 BRADLEY INFANTRY FIGHTING VEHICLE 1983-95 The US designed the M2/M3 Bradley to operate alongside the M1 Abrams, which is extremely fast and mobile. $23.00

NVA21 MERKAVA 1977-96 A detailed account of Israel's impressive Main Battle Tank, the Merkava. $23.00

CAMP49 MONS 1914 The first major class of the Great War, Mons came as a nasty shock to the German army. $32.00

CAMP1 NORMANDY 1944 Detailed account of the D-Day invasion by the Allies in 1944. $32.00

NVA22 PANTHER & VARIANTS All the actual and planned variants of the Panther, including combat Ausf A, D, G, JadgPanther, planned FlakPanther, Panther F, etc. $23.00

Concord Panzers in the East (2) 1943-45 1943 to 1945 saw the decline and eventual defeat of the German army on the East front. With heaps of photos, and many color plates. $22.00

Concord Panzertruppen at War With heaps of photos with text covering German tanks, tank destroyers and AFVs from 1939 to 1945, including tank destroyers. Also many color plates. $22.00

Concord Panzerwaffe at War (2) Moscow to Berlin With heaps of photos with text covering German tanks, tank destroyers and AFVs from 1942 to 1945, Russian front, Africa, Europe. $22.00

ACE21 Polish Aces of World War 2 Polish pilots saw action from the first day of WWII until the final victory in Europe. $32.00

ELITE65 REDCAPS Britain's Military Police Had every British soldier over the centuries been an obedient and dutiful soul, there would have been no need for the military police. $26.00

NVA3 SHERMAN MEDIUM TANK The successor to the M3 Lee/Grant, the M4 Sherman medium tank was the primary Allied tank of the west in WW2. $22.00

Concord Stalin's Heavy Tanks 1941-1945 Covers the T-35, KV and IS tanks and tank destroyers, with heaps of photos, many which I have not seen before. Also great reading. $22.00

Concord Soviet Tanks in Combat 1941-1945 Covers the T-28, T-34/76, T-34/85, T-44 and tank destroyers, with heaps of photos, many which I have not seen before. Also great reading. $22.00

NVA19 STUG III ASSAULT GUN 1940-1942 One of German's most powerful AFVs at the beginning of the war. $23.00

NVA9 T-34/76 MEDIUM TANK 1941-45 The best tank of WW2 at the time of its inception. It gave the German's a hell of a scare, and inspired the Panther. By Steven Zaloga. $23.00

NVA20 T-34/85 MEDIUM TANK 1944-1994 The T-34/76 was upgunned to the 85mm calibre gun in 1944, giving the tank more than enough firepower to handle most German tanks. $23.00

Concord Tank Battles of the Mid-East Wars (2) 1973- B&W photos, text & color plates of Israeli and Arab tanks involved in the mid-east wars from 1973 to the current days. $23.00

MAA312 THE ALGERIAN WAR 1954-62 France's attempt to hold onto its colony in Algeria. $23.00

ELITE61 THE BRITISH GUARDS DIVISION 1914-45 Follows the British Guards in action in two World Wars. $26.00

MAA315 THE FRENCH ARMY 1939-45 (1) The uniforms, organization & equipment of the French army during WW2. $23.00

MAA311 THE GERMAN ARMY 1939-45 I BLITZKRIEG The uniforms & equipment of the German army, etc.. $23.00

MAA316 THE GERMAN ARMY 1939-45 II North Africa & Balkans The uniforms & equipment of the German army. $23.00

MAA309 THE ITALIAN INVASION OF ABYSSINIA 1935-36 Italian invasion of Ethopia before WW2. $23.00

Concord The M4 Sherman at War The Sherman in action in the European Theatre from 1942-45. Heaps of photos, etc. $23.00

NVA5 TIGER I HEAVY TANK 1942-45 The development, models, and action of the most feared heavy tank of WW2, the Tiger I, armed with that ubiquitous 88mm L56 gun. $23.00

Concord U.S. Infantry in Vietnam Heaps of color and B&W photos of US infantry in Vietnam in 60s and 70s. $23.00

WAR23 US MARINE IN VIETNAM Very detailed examination of US Marines while serving in Vietnam. $26.00

Concord U.S. Tank Destroyers in Combat 1941-45 From jeep and halftrack mounted guns to M-10s, M-18s, and M-36s. Heaps of photos, many of them seen for the first time, and color plates. $22.00

Concord Waffen SS (1) 1934-1943 With heaps of photos with text covering the Waffen SS. Also color plates. $15.00

Historical Videos

Panzer Videos

A series of 60 minutes videos focusing on various German military tanks of WWII.

CHR006 Panzer VI Tiger & Kingtiger Video covers the Tiger I and II, and Elephant and Sturmtiger. $40.00

CHR007 Panzer V Panther Video covering the magnificent Panther tank in action on all fronts from 1943-45. $40.00

CHR008 Panzer IV The workhorse of the German Army. $40.00

CHR009 Panzer III Used effectively in the early war years. $40.00

CHR010 Light Panzer I, II, 35(t) and 38(t) Although small and weak, these tanks lead the early Blitzkrieg. $40.00

CHR011 Assault Guns StuG II and StuG IV The highly successful German series of assault guns. $40.00

CHR012 Self Propelled Weapons Self propelled guns such as the Marder, Wespe and Hummel. $40.00

CHR013 Half Tracks & Armored Cars German armored recon vehicles and infantry carriers. $40.00

Luftwaffe Videos

A series of 60 minutes videos focusing on various German military aircraft of WWII.

CHR015 Jager - Day Fighters 1939-42 The video primarily covers the Messerschmitt Bf-109. $40.00

CHR016 Jager - Day Fighters 1942-45 The video primarily covers the FockeWulf Fw-190. $40.00

CHR017 Zerstorers- Heavy Fighters & Nightfighters Covers aircraft such as the Me-110 and Me-210. $40.00

CHR018 Stuka & Schlachtflieger The famous Stuka Ju-87 in action, also the Hs-129 and Fw-190. $40.00

CHR019 Bombers & Bomber Operations 1939-42 The Heinkel He-111, the Dornier DO-17 and the Heinkel He-177. $40.00

CHR020 Bombers & Bomber Operations 1942-45 The Junkers Ju-88, the Dornier DO-217. $40.00

CHR021 Jet Fighters, Jet Bombers & V. Weapons The Me-262 Jet fighter, Me-163, Ar-234 and V-Weapons. $40.00

CHR022 Transports, Gliders & Fallsschirmjager Junkers Ju-52, DFS-230s, etc. $40.00

Cranston Fine Arts

Art Prints

Beautiful art prints by Cranston Fine Arts, with very famous Napoleonic, American Civil War, and WWII ships reproduced faithfully from the originals.

Cranston Fine Arts Volumes 1 - 5 Five full color volumes showing a full color picture of each painting available for sale. **$50.00 the set**

DHM058 Hougoumont 21" x 15" showing the Coldstream Guards at the battle of Waterloo closing Hougoumont's doors. $85.00

DHM150 The Battle of Trafalgar 23" x 15" showing Nelson dying after having been shot by a French marksman. $85.00

DHM073 The Battle of Waterloo 30" x 18" My all-time favorite paiting, showing French Curaissiers charging British squares. $115.00

DHM015 Quatre Bras (Black Watch at Bay) 30" x 20" showing French cavalry riding down Scottish Black Watch. $115.00

DHM110 Charge of the Light Brigade 32" x 20". $115.00

DHM153 Duckworths Action of Sandamingo 1806 30" x 18" showing sailing ships in combat. $115.00

DHM010 Evening of Waterloo 27" x 13" showing Napoleon making a getaway while Old Guard make a stand. $85.00

DHM200 Scotland Forever 32" x 16" The famous painting of the charge of the Scots Greys at Waterlo. $115.00

DHM144 The Captain Capturing the San Nicholas 23" x 15" The naval Battle of Cape St Vincent involving Nelson. $85.00

DHM143 The Defense at the Battle of the Glorious First of June 1794 30" x 18" A British galleon being shot up by two French galleons. $115.00

DHM293 Wellingtons March from Quatre Bras to Waterloo 27" x 14" Wellington leading his army to Waterloo in 1815. $115.00

DHM298 The Battle of Bannockburn 32" x 15" My second favorite painting, showing English knights charging into massed ranks of Scots Common pikemen. Pictured below. $145.00

DHM351 Operation Goodwood, Caen, Normandy 11.5" x 9" Sherman tanks break out from Normandy. $36.00

VIDEOS

Babylon 5 Videos

We now stock the full range of currenly availabe *Babylon 5 Videos*, by Warner Home Video. (I own all 33 videos myself!) The Babylon 5 series focuses on an ancient, evil race that gathers together in the shadows, once it has been accidently reawakened by a curious human survey team. Meanwhile, another equally ancient race helps to prepare the younger races to prepare for the return of this evil menace. The entire series is packed full of mysteries that will be revealed to you eventually, though you will have to watch some episodes as much as four times to spot all the cleverly hidden clues. I used to be a die-hard Trekie, but once I realised that a brilliant continuous plot line line linked all the Babylon 5 episodes together, I defected!

Each tape has either a double episode, or two 45 minute episodes.

Season One

B5 Pilot Universe on Brink of Destruction $20.00
Ambassador Kosh is poisoned as soon as he arrives on Babylon 5, and the race is on to find the assassin.

B5 Vol 1 Midnight on Firing Run/Soul Hunter $20.00

A Centauri outpost is attacking without provocation./A Soul Hunter comes to Babylon 5 - but who is his target?

B5 Vol 2 Born to the Purple/Infection $20.00
A Centauri slave-dancer tries to seduce Londo Molari./A very dangerous illegal artifact is smuggled onto Babylon 5.

B5 Vol 3 Parliament of Dreams/Mind War $20.00
An assassin is sent to kill G'Kar./A rogue telepath flees PsiCorps, but why are his powers so great?

B5 Vol 4 War Prayer/Sky Full of Stars $20.00
The Home Guard group infiltrate Babylon 5, intent on killing aliens./ Earth radicals kidnap Commander Sinclair, and probe his mind to learn why the Minbari surrended.

B5 Vol 5 Deathwalker/Believers $20.00
Deathwalker arrives on Babylon 5, claiming to have an immortality serum./A dying child is not allowed surgery.

B5 Vol 6 Survivors/By Any Means Necessary $20.00
Radicals plan to assassinate President Santiago when he visits Babylon 5./The Docking Bay workers go on strike.

B5 Vol 7 Signs & Portents/TKO $20.00
One of the best episodes. A strange man, Morden, comes to B5 and asks everyone, "What do you want?" Meanwhile, a Raider strike carrier attacks B5./A kick-boxer comes to B5.

B5 Vol 8 Grail/Eyes $20.00
A hideous Na'ka'leen Feeder alien is on the loose on B5./An official interrogates Sinclair and tries to have him sacked.

B5 Vol 9 Legacies/Babylon Squared $20.00
The body of dead Minbari leader, brought to B5, disappears. The Minbari threaten another war./Babylon 4, which disappeared 4 years ago, suddenly re-appears.

B5 Special Episode: A Voice in the Wilderness $20.00
The dead planet below B5, Epsilon 3, suddenly comes to life, revealing aeons old technology.

B5 Vol 10 Quality of Mercy/Chrysalis $20.00
An escaped killer takes a dying doctor hostage./Delenn turns into a chrysalis, a plot is made to assassinate President Santiago, and unknown forces attack a Narn military outpost.

Season Two

B5 Vol 11 Points of Departure/Revelations $20.00
Captain Sheridan arrives on B5 to take over after Sinclar leaves, but Minbari dissidents are not happy, and try to provoke another war./Delenn emerges from the chrysalis, but what has she become? The Narn suspect their old enemy, the Shadows, are back.

B5 Vol 12 Geometry of Shadows/Distant Star $20.00
Technomages come to B5./An Earthforce Explorer ship is damaged in the warp, and B5 goes to the rescue, but they encounter a Shadow ship in the warp.

B5 Vol 13 The Long Dark/Spider in the Web $20.00
B5 finds a derelict, ancient space ship, with one passenger still alive in cryo-sleep./An terrorist arrives on B5, hoping to destroy the Mars peace process.

B5 Vol 14 Soul Mates/Race Thru Dark Places $20.00
Londo has to choose which two of his three wives he should divorce./Psi Cop Bester comes to B5.

B5 Vol 15 Coming of the Shadows/Gropos $20.00
The Centauri emperor comes to B5, hoping to make peace with the Narns, but Londo and Refa make plans to attack a Narn base./Hundreds of Marines arrive on B5 prior to going on a mission.

B5 Vol 16 All Alone in the Night/Acts of Sacrifc $20.00
Delenn is recalled to the Grey Council.General Hague asks Sheridan to help spy on the new president./The Narn are losing the war against the Centauri.

B5 Vol 17 Hunter, Prey/ Now For A Word $20.00
Evidence is found that Sandiago was assassinated./Narn and Centauri ships fight at B5.

B5 Vol 18 There All the Honor Lies/Knives $20.00
Sheridan is tricked into killing a Minbari./Londo is forced to duel his old friend.

B5 Vol 19 Shadow of Z'ha'dum/Confessions $20.00
Sheridan arrests Morden and questions him as to why his wife died on the survey ship that went to Z'ha'dum, but Morden is still alive./A plague infests B5.

B5 Vol 20 Long, Twilight Struggle/Divided Loyl $20.00
One of the best episodes. Narns attack a Centauri outpost with their entire fleet, but a surprise is waiting for them./A psicorps planted traitor is in the B5 command staff.

B5 Vol 21 Comes the Inquisitor/Fall of Night $20.00
A Vorlon inquisitor interrogates Delenn & Sheridan./A Centauri Battlecruiser attacks Babylon 5. Great episode.

Season Three

B5 Vol 22 Matters of Honor/Convictions $20.00
The White Star battles a Shadow ship./A mad bomber places bombs all over B5.

B5 Vol 23 Day in the Strife/Gethsemane $20.00
G'Kar is told to return to Narn, where he will probably be executed./A monk learns he is a brain-wiped ex-murderer.

B5 Vol 24 Voices of Authority/Dust to Dust $20.00
Ivanova uses the Great Machine on Epsilon 3, and finds unexpected evidence./Bester comes to B5 tracking down an illegal psionic drug that is on the black market.

B5 Vol 25 Exogenesis/Messages from Earth $20.00
People from 'Down Below' are having sybiotic aliens put on them./President Clark has found a Shadow ship. Sheridan tries to destroy it first.

B5 Vol 26 Point of No Return/Severed Dreams $20.00
Civil war breaks out in Earthforce. Nightwatch are given control of B5./Severed Dreams is the best Babylon 5 episode made. It won the Hugo SF award, defeating all other challengers. I've watched it over ten times at least! Babylon 5 declares its independence, and an Earthforce Task Force is sent to take control of Babylon 5 by force - and B5 resists!

B5 Vol 27 Light & Dark/Sic Transit Vir $20.00
Nightwatch terrorists kidnap Delenn, and try to take over B5./What connection does Vir have with 2,000 Narns who appear to have died?

B5 Vol 28 Late Delivery/Ship of Tears $20.00
Sheridan tries to get the League to help defend B5./The Shadows run a ship of 'weapons systems' near B5, and Bester helps Sheridan to capture it.

B5 Vol 29 Interludes/War Without End Pt 1 $20.00
Sheridan tries to make the Vorlons attack the Shadows./A time rift opens up, and Sinclair, Sheridan, etc must go through the rift, to reach Babylon 4. We learn of the last Shadow War 1,000 years ago.

B5 Vol 30 War Without End Pt 2/Walkabout $20.00
What are Sinclair and Sheridan planning to do with Babylon 4?/Sheridan asks Lyta to help attack a Shadow ship.

B5 Vol 31 Grey 17 is Missing/Rock Cried Out $20.00
Naroon tries to stop Delenn taking over the Rangers./Londo plans to have Lord Refa removed from power.

B5 Vol 32 Shadow Dancing/Z'ha'Dum $20.00
Sheridan leads a huge battlefleet to attack a Shadow fleet./Sheridan goes alone to Z'ha'Dum to meet with the Shadows.

Season Four

B5 Vol 33 Hour of the Wolf/Whatever Happened $20.00
Londo learns that Emperor Cartagia is insane, and plans to offer the Shadows refuge on Centauri Prime. Sheridan meets Lorien./G'Kar goes looking for Garibaldi. *Due Jan'99*

B5 Vol 34 The Summoning/Apotheosis *Jan'99* $20.00
Sheridan and Lorien return to Babylon 5, as does Garibaldi. The Vorlons go on the rampage, destroying whole worlds./Sheridan makes plans to stop the Vorlons and the Shadows, while Londo plans to assassinate Cartagia.

B5 Tape 35 *Due Feb'99* $20.00
B5 Tape 36 *Due Feb'99* $20.00
B5 Tape 37 *Due March'99* $20.00
B5 Tape 38 *Due March'99* $20.00

Star Trek Videos

We also now stock a good range of Star Trek videos, as follows:

Star Trek Next Generation TV Series

STNG V1 Encounter at Farpoint $20.00
STNG V2 Naked Now/Code $20.00
STNG V3 Last Outpost/Where $20.00
STNG V4 Lonely Among/Justice $20.00
STNG V5 Battle/Hide & Q $20.00
STNG V6 Haven/Big Goodbye $20.00
STNG V7 Datalore/Angel One $20.00
STNG V8 1100O1001/Too Short a Sea $20.00
STNG V9 When Bough Breaks/Home Soil $20.00
STNG V10 Coming Age/Heart of $20.00
STNG V11 Arsenal/Symbiosis $20.00
STNG V12 Skin of Evil/Paris $20.00
STNG V13 Conspiracy/Neutral Zone $20.00
STNG V14 Child/Where Silence $20.00
STNG V15 Elementary Dat/Outrageous $20.00
STNG V16 Loud as Whis/Schizoid $20.00
STNG V17 Unnatural/Matter of Honor $20.00
STNG V18 Measure of Man/Dauphin $20.00
STNG V19 Contagion/The Royale $20.00
STNG V20 Time Squared/Icarus $20.00
STNG V21 Pen Pals/Q Who $20.00
Q Who is my favorite episode – it features the Federation's first encounter with the Borg.
STNG V22 Samaritan/Up Ladder $20.00
STNG V23 Manhunt/Emissary $20.00
STNG V24 Peak Perf/Shades of Grey $20.00
STNG V25 Evo/Ensigns of Command $20.00
STNG V26 Survivors/Watchers? $20.00
STNG V27 Bonding/Booby Trap $20.00
STNG V28 Enemy/Price $20.00
STNG V29 Vengeance Fac/Defector $20.00
STNG V30 Hunted/High Ground $20.00
STNG V31 Deja Q/Matter of Perspective $20.00
STNG V32 Yesterday's Enterprise/Offspring $20.00
Yesterday's Enterprise sees the Enterprise D on exploration duties, when they suddenly encounter a time rift, from which emerges the Enterprise C. Immediately, the present is changed, and the Federation is at war with the Klingon Empire – billions have died so far. And only Guinan notices that something is wrong.
STNG V33 Sins of Father/Allegiance $20.00
STNG V34 Captain's Holiday/Tin Man $20.00
STNG V35 Hollow Pursuits/Most Toys $20.00
STNG V36 Sarek/Menage A Troi $20.00
STNG V37 Transfigured/Best of Both Worlds 1 $20.00
Best of Both Worlds Parts 1 and *2* sees a Borg cube-ship invade Federation space. The Enterprise is despatched to try and delay its progress while a Federation battlefleet is assembled to meet it closer to Earth.
STNG V38 Best of Both Worlds 2/Family $20.00
STNG V39 Brothers/Suddenly Human $20.00
STNG V40 Remember Me/Legacy $20.00
STNG V41 Reunion/Future Imperfect $20.00
STNG V42 Final Mission/The Loss $20.00
STNG V43 Data's Day/The Wounded $20.00
STNG V44 Devil's Due/Clues $20.00
STNG V45 First Contact/Galaxy's Child $20.00
STNG V46 Night Terrors/Identity Crisis $20.00
STNG V47 The Nth Degree/Qpid $20.00
STNG V48 The Drum Head/Half a Life $20.00
STNG V49 The Host/A Mind's Eye $20.00
STNG V50 In Theory/Redemption Part 1 $20.00
STNG V51 Redemption Part2/Darmok $20.00
STNG V52 Ensign Ro/Silicon Avatar $20.00
STNG V53 Disaster/The Game $20.00
STNG V54 Unification Parts 1 & 2 $20.00
STNG V55 Matter of Time/New Ground $20.00
STNG V56 Hero Worship/Violations $20.00
STNG V57 Masterpiece Soc/Conundrum $20.00
STNG V58 Power Play/Ethics $20.00
STNG V59 The Outcast/Cause & Effect $20.00
STNG V60 The First Duty/Cost of Living $20.00
STNG V61 Perfect Mate/Imaginary Friend $20.00
STNG V62 I, Borg/The Next Phase $20.00
STNG V63 Inner Light/Time's Arrow Pt 1 $20.00
STNG V64 Time's Arrow Pt 2/Realm of Fear $20.00
STNG V65 Man of the People/Relics $20.00
STNG V66 Schisms/True Q $20.00
STNG V67 Rascals/A Fistful of Data $20.00
STNG V68 Quality of Life/Chain of Command 1 $20.00
STNG V69 Chain of Command 2/Ship in Bottle $20.00
STNG V70 Aquiel/Face of the Enemy $20.00
STNG V71 Tapestry/Birthright Pt 1 $20.00
STNG V72 Birthright Pt 2/Starship Mine $20.00
STNG V73 Lessons/The Chase $20.00
STNG V74 Frame of Mind/Suspicions $20.00
STNG V75 Rightful Heir/Second Chances $20.00
STNG V76 Timescape/Descent Pt 1 $20.00
STNG V77 Descent Pt 2/Liasons $20.00
STNG V78 Interface/Gambit Pt 1 $20.00
STNG V79 Gambit Pt 2/Phantasms $20.00
STNG V80 Dark Page/Attached $20.00
STNG V81 Force of Nature/Inheritance $20.00
STNG V82 Parallels/The Pegasus $20.00
STNG V83 Homeward/Sub Rosa $20.00
STNG V84 Lower Decks/Thine Own Self $20.00
STNG V85 Masks/Eye of the Beholder $20.00
STNG V86 Genesis/Journey's End $20.00
STNG V87 First Born/Bloodlines $20.00
STNG V88 Emergence/Pre-emptive Strike $20.00
STNG V89 All Good Things Pt 1 & 2 $20.00

Star Trek Deep Space 9 TV Series

DS9 V1 Emissary $20.00
DS9 V2 Past Pro/Man $20.00
DS9 V3 Babel/Captive $20.00
DS9 V4 Q-Less/Dax $20.00
DS9 V5 Passenger/Move $20.00
DS9 V6 Nagus/Vortex $20.00
DS9 V7 Battle/Story $20.00
DS9 V8 Progress/Wishes $20.00
DS9 V9 Forsaken/Dramatis $20.00
DS9 V10 Duet/In the Hands $20.00
DS9 V11 Homecoming/Circ $20.00
DS9 V12 Siege/Invasive $20.00
DS9 V13 Cardassians/Melora $20.00
DS9 V14 Rules Acq/Necc Evil $20.00
DS9 V15 Second Sight/Sanctuary $20.00
DS9 V16 Rivals/Alternate $20.00
DS9 V17 Armageddon Game/Whispers $20.00
DS9 V18 Paradise/ShadowPlay $20.00
DS9 V19 Playing God/Profit & Loss $20.00
DS9 V20 Blood Oath/Maquis Part 1 $20.00
DS9 V21 Maquis Part 2/The Wire $20.00
DS9 V22 Crossover/The Collaborator $20.00
DS9 V23 Tribunal/The Jem'Hadar $20.00
DS9 V3.01 The Search Pt 1 and Pt 2 $20.00
DS9 V3.02 House of Quark/Equilibrium $20.00
DS9 V3.03 Second Skin/Abandoned $20.00
DS9 V3.04 Civil Defenses/Meridan $20.00
DS9 V3.05 Defiant/Fascination $20.00
DS9 V3.06 Past Tense, Pt 1 and Pt 2 $20.00
DS9 V3.07 Life Support/Heart of Stone $20.00
DS9 V3.08 Destiny/Prophet Motive $20.00
DS9 V3.09 Visionary/Distant Voices $20.00
DS9 V3.10 Looking Glass/Improbable $20.00
DS9 V3.11 Die is Cast/Explorers $20.00
DS9 V3.12 Family Business/Shaaker $20.00
DS9 V3.13 Facets/The Adversary $20.00
DS9 V4.01 Way of the Warrior Pt 1 & Pt 2 $20.00
(The best DS9 – Klingons attack DS9!)
DS9 V4.02 Visitor/Hippocratic Oath $20.00
DS9 V4.03 Indiscretion/Rejoined $20.00
DS9 V4.04 Little Green Men/Star Ship Down $20.00
DS9 V4.05 Sword of Kahless/Bashir $20.00
DS9 V4.06 Home Front/Paradise Lost $20.00
DS9 V4.07 Crossfire/Return to Grace $20.00
DS9 V4.08 Sons of Mogh/Bar Association $20.00
DS9 V4.09 Accession/Rules of Engagement $20.00
DS9 V4.10 Hard Time/Shattered $20.00
DS9 V4.11 The Muse/For the Cause $20.00
DS9 V4.12 To the Death/Quickening $20.00
DS9 V4.13 Body Parts/Broken Link $20.00
DS9 V5.01 Apocalypse Rising/The Ship $20.00
DS9 V5.02 Looking for Par'mach/Nor the Battle $20.00
DS9 V5.03 Assignment/Trials & Tribulations $20.00
DS9 V5.04 He Who is Without Sin/Things Past $20.00
DS9 V5.05 The Ascent/The Rapture $20.00
DS9 V5.06 Darkness & the Light/Begotten $20.00
DS9 V5.07 For the Uniform/In Purgatory's Sh. $20.00
DS9 V5.08 By Inferno's Light/Dr Bashir $20.00
DS9 V5.09 Simple Investigation/Business As U. $20.00
DS9 V5.10 Ties of Blood/Ferengi Love Songs $20.00
DS9 V5.11 Soldiers of the Empire/Children of T. $20.00
DS9 V5.12 Blaze of Glory/Empok Nor $20.00
DS9 V5.13 in the Cards/A Call to Arms $20.00
DS9 V6.01 A Time to Stand/Rocks & Shoals $20.00
DS9 V6.02 Sons & Daughters/Behind the Lines $20.00
DS9 V6.03 Favor the Bold Pt1 and Pt 2 $20.00
DS9 V6.04 You are Cordially Invited/Resurrect. $20.00
DS9 V6.05 Statistical Probabilities/Mag.Ferengi $20.00
DS9 V6.06 Waltz/Who Mourns for Morn $20.00
DS9 V6.07 Far Beyond the Stars/One Little Ship $20.00
DS9 V6.08 Honor Among Thieves/Changes of. $20.00

Star Trek Voyager TV Series

STV V1.1 Caretaker $20.00
STV V1.2 Parallax/Time and Again $20.00
STV V1.3 Phage/The Cloud $20.00
STV V1.4 Eye of the Needle/Ex Post Facto $20.00
STV V1.5 Emanations/Prime Factors $20.00
STV V1.6 State of Flux/Heroes & Demons $20.00
STV V1.7 Cathexis/Faces $20.00
STV V1.8 Jetrel/Learning Curve $20.00
STV V1.9 Elogium/Projections $20.00
STV V1.10 Twisted/The '37s On $20.00
STV V2.1 Initiations/Nonsequitur $20.00
STV V2.2 Parturation/Persistence of Vision $20.00
STV V2.3 Tattoo/Gold Fire $20.00
STV V2.4 Maneuvers/Resistance $20.00
STV V2.5 Prototype/Alliances $20.00
STV V2.6 Threshold/Held $20.00
STV V2.7 Dreadnought/Deathwish $20.00
STV V2.8 Lifesigns/Investigations $20.00
STV V2.9 Deadlock/Innocence $20.00
STV V2.10 The Thaw/Tuvix $20.00
STV V2.11 Resolutions/Basics Part 1 $20.00
STV V3.01 Basics Pt 2/Flashback $20.00
STV V3.02 The Chute/The Swarm $20.00
STV V3.03 False Prophets/Remember $20.00
STV V3.04 Sacred Ground/Futures End $20.00
STV V3.05 Futures End Pt 2/Warlord $20.00
STV V3.06 The Q & the Grey/Macrocosm $20.00
STV V3.07 Fair Trade/Alter Ego $20.00
STV V3.08 Coda/Blood Fever $20.00
STV V3.09 Unity/Darkling $20.00
STV V3.10 Rise/Favorite Son $20.00
STV V3.11 Before & After/Real Life $20.00
STV V3.12 Distant Origin/Displaced $20.00
STV V3.13 Worse Case Scenario/Scorpion Pt 1 $20.00
Scorpion Pt 1 and 2 are the best STV made. The Voyager flies into Borg space, and finds the Borg being exterminated by a deadly new species, which soon turns its attention to the Voyager. A Borg female joins the Voyager crew and previously sworn enemies now co-operate against this new threat.
STV V4.01 Scorpion Pt 2/The Gift $20.00
The female Borg joins the Voyager in The Gift.
STV V4.02 Dayof Honor/Nemesis $20.00
STV V4.03 Revulsion/Raven $20.00
STV V4.04 Scientific Method/Year in Hell Pt 1 $20.00
STV V4.05 Year in Hell Pt 2/Random Thoughts $20.00
STV V4.06 Concerning Flight/Mortal Coil $20.00
STV V4.07 Waking Moments/Message in Bottle $20.00
STV V4.08 Hunters/Prey $20.00
STV V4.09 Retrospect/Killing Game Pt 1 $20.00

Wargames

Color Code

■ New Item Now Available and in Stock

■ New Item Not Yet Released

Complexity Key

Basic Games * (Introductory Level)	**Intermediate** ** (Still good for beginners)
Advanced Games *** (Veteran gamers only)	**Master Games** **** (Too many rules)

Solitaire Suitability

Totally Unsuitable For Solitaire Play #	**Fairly Suitable For Solitaire Play** ##
Highly Suitable For Solitaire Play ###	**Can Only Be Played Solitaire** ####

Company Codes

ADG	Australian Design Group	AH	Avalon Hill
COA	Clash of Arms	COM	Command Mag (XTR)
FAS	FASA Corp.	GAM	Games Workshop
GDW	Game Designers Wrkshp	GMT	Not Get More Tanks!
GRD	Games Research&Design	IRO	Iron Crown Enterprises
JED	Jedko Games	MB	Milton Bradley Games
SDI	Simulation Design Inc.	STE	Steve Jackson Games
S&T	S & T Magazine	SUP	Supremacy Games
TAS	Task Force Games	TGI	The Gamers Inc
VIC	Victory Games	3W	World Wide Wargames
WES	West End Games	WIZ	Wizards of the Coast

Beginner's Games

JED Basic Training
This 8 page primer will teach you the basics of wargaming - sequence of play, movement, combat, stacking. With a small wargame set in the jungles of New Guinea where Japanese forces are marching towards Gona. $1.00

JED Beginner's Guide to Strategy Gaming */##
A more comprehensive 55 page introductory book dealing with rules terminology & counter symbology, notes on solitaire play, plus a mini wargame of the Battle for Moscow in 1941, with 39 counters and 3 pages of rules. $3.00

JED Field Marshall */####
A good wargame for novice players. A well balanced hypothetical conflict in WW2 where each player's battlefield control is hindered or helped by 32 Situation Cards (representing a higher command). With marine, armour, infantry, artillery and aircraft assets included in the 196 counters. Contains three 8"x22" mapboards. $20.00

Ancient Era

AH Age of Renaissance */#
Civilization in the Middle Ages. Picks up where Civilization ends, in the 8th Century. Three to six players vie to re-establish their civilizations via trade while advancing in science, religion, commerce, communications, exploration and civics. While gains are measured in economic terms rather than territorial conquest, the proceedings are still warlike. Against this backdrop of war, plague, famine, and religious strife, such personalities as Da Vinci and Columbus appear to guide mankind to the threshold of a new beginning. Victory is not won at the point of a sword but in the acquisition and application of 26 Advances ranging from Caravan to Industry. Includes three campaigns, each of which can be played in an evening. Stunning mounted mapboard 22"x32", three counter sheets, score pads, 64 history cards, etc. $109.95

Xeno Alexander's Generals */##
A magnificent game from Xeno games, this is the game of Alexander the Great's Successors squabbling amongst themselves, 323-281 B.C. The game is very similar in mechanics to Milton Bradley's *Shogun*. For 2 - 6 players, each with two historical generals, such as Lysimachus & Cassander, Seleucus & Antiochus, Ptolemy & Menelaos, etc. The 60 province cards are dealt equally to each player, and players then place their armies and garrisons. Armies have up to 18 units, and all stand-up counters have two sides, for fog of war. Units include cavalry, elephants, phalanx, missile troops, skirmishers, garrisons and triremes. Rules are simple, so you can concentrate on playing the game! For combat, each unit has an attack value against each other type of unit. For example, Elephants kill cavalry on 5+ on a D10. 23"x25" color map, 352 color stand-up counters, 60 province cards, 4 D10 dice. $65.00

AH Britannia */#
A 3 to 5 player game that covers 1000 years of British history where tenacious English tribes had to compete for real estate against the Romans, Angles, Saxons, Jutes, Scots, Picts, Irish, Danes, Norsemen, and more! Players control several nations (not all of 'em are in play at once). 256 counters and a 22"x24" mapboard. $55.00

AH Civilization */#
2 to 9 players lead fledgling empires along the path of political, economic & cultural domination during the dawn of civilization (8000 to 250BC). This classic game requires no dice, yet it wallows in non-violent interaction. Although conflicts do occur, victory cannot be achieved by military means alone. Synopsis: players direct population growth & build cities which in turn attract commerce, this trade b/n empires fosters social & technological growth. $85.00

Advanced Civilization
Box set containing a 48-page rulebook & gamer's guide, additional civilization (8 new) & commodity cards, 4 new calamities, eight-player games, pillage, enhanced card attributes, simplified trading, etc! $65.00

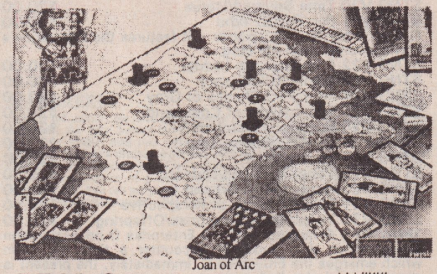
Western Expansion Map
22"x11" mapsheet extension & African/Iberian AST. $16.00

AH Hannibal: Rome vs Carthage **/#
A strategy game that lets you experience the excitement and events of Hannibal's march across the Alps and his subsequent 18 year campaign against Rome. If you play Hannibal, you have a leader who outshines all others. If you play Rome, you have massive reserves of manpower, but you will have to wait until later in the war to get good generals2 decks of cards which bring out events and personalities of the period, 100 cards, mounted 22x32" mapboard, 132 political counters, 64 units & generals counters, etc. $80.00

AH History of the World */#
A beautifully designed and presented game which traces the progress of mankind from the dawn of civilization to the threshold of modern times. Starting 5,000 years with the ancient Sumerians, a succession of 49 empires rise and fall with the rapid passing of the centuries. Players receive multiple offers of abandonning their own empire and taking over the control of a new empire that arises, so they never have to stop playing. 2 to 6 can play, and every corner of the Earth is included, from the Minoans of Crete to Alexander the Great to Napoleon, etc. A great game. 48 Empire cards, 64 event cards, four counter sheets, 32" x 22" mounted mapboard, etc. $80.00

3W Ironsides **/####
Presents four scenarios from the English Civil War, being the Edgehilll Campaign, the campaign leading to Marston Moor, the rebellion in Ireland (to be played solitaire) and Scotland. Has 500 counters, 2 x 34"x22" maps, rules. $35.00

COA Joan of Arc **/#
This is a popular European boardgame printed in English by Clash of Arms. For 3 – 6 players, ages 10 and up. For just over one hundred years England and France battled over who would sit on the French throne. Even within France itself factions developed. From this struggle heroes such as the Black Prince and Joan of Arc emerged. Long sieges followed short campaigns, bands of mercenaries marauded across the countryside. Famine and plague made matters worse. With a large mounted mapboard, 30 figures including 20 castles and 10 fortresses, 80 cards, 4 countersheets, etc. $110.00


Joan of Arc

GMT Julius Caesar ***/####
960 stunning counters giving each type of fighting unit of Marian Rome, 3 double sided maps, 30 legions using the Marian cohort system, with each cohort rated either veteran, recruit, or conscript. Every major battle of the Roman Civil War is covered, including Pompey, Marc Anthony, Julius Caesar, etc. Battles include Pharsalus in Thessaly, between Caesar and Pompey; Munda in Spain, Pompey with 13 legions against Caesar's crack 8 legions. Thapsus in Africa, with Scipio & a Numidian ally against Caesar, etc! $90.00

Dictator: Julius Caesar Module # 1
Rules, scenarios, & a new full color counter sheet, allowing two new battles to be fought: Vercellae in 101BC with Consul Marius against the Cimbri under King Boorix; & Chaeronea in 86BC,, Consul Sulla against Archelaeus. $30.00

Jugurtha: Julius Caesar Module # 2 $30.00

AH Kingmaker **/##
Popular 2-6 player game of the chaotic War of the Roses: 1450-85. The throne of England, and the power it holds, is the ultimate goal, as nobles vie for the duplicity of seven scattered royals. Features sieges, feudal politics, peasant revolts, pirates, Parlimentary titles, plague, Scottish raids, and a distinct lack of mediaeval chivalry! 23"x21" mapboard, 90 Event & 80 Crown Cards (real estate & troop assets plus titles), and 125 force & noble markers. $55.00

RIO Lionheart (Lowenherz) */#
The king lies near death and the princes are all vying to succeed him. To do so, a prince must accumulate power. They do this by controlling territories. Each begins with 3 castles, and each turn must choose between adding borders around new territories obtained, placing new knights, or saving gold. A visually appealing game with 100 plastic walls, plastic castles and knights, 112 cards, 6 map pieces. $80.00

AH Machiavelli **/#
A grand strategy game of power politics set in Renaissance Italy during the late 15th and early 16th centuries. The game is built upon the elegantly simple system and mechanics of *Diplomacy*, but also adds sieges, bribes, garrisons, finances, rebellions, assassinations, and natural disasters such as the plague and famine. Mounted 22" x 32" mapboard, 520 counters. $70.00

AH Maharaja **/#
A 3 to 5 player game of 3000+ years of Indian History beginning with the Aryan invasions from the north and ending with the unification under British rule. In this sister game of *Britannia*, each player controls several nationalities. 2 sheets of counters, a stunning 22"x24" mounted mapboard, rules, historical notes, 17 victory point cards, 35c. $65.00

AH New World */#
2 to 6 European Imperial powers of the 15th to 18th centuries explore, conquer & ultimately colonise the Americas. Players must build fleets to transport people to the New World, & to bring back its resources. $45.00

AH Republic Of Rome ***/####
An enjoyable, deceptively engrossing card 'n' counter game for 3 to 5 history buffs, each representing a faction of influential Senators vying for the Consul-ship of Rome. Players ruthlessly compete for influence & popularity, using means both fair & foul. These unscrupulous cliques must also cooperate somewhat to ensure that Rome doesn't succumb to military conquest, or to restless mobs. $85.00

GMT Samurai ***/####
Fifth game in the SPQR series. This game covers all the major battles of the Sengoku Jidai, the Age of Warring Daimyos, in the 16th Century. There is a revamped command system that simulates the clan oriented levels of leadership, plus simplified shock and fire mechanics. Includes counters of individual samurai who can challenge opponents to collect honor, and if you ignore the challenge you can lose honor and be forced to commit seppuku. Battles include burning castles, thunderstorms, volley-firing musketeers, & are: Okehazama, Anegawa, Kawanakajima, Mikita-ga-Hara, Nagashino and Sekigahara. 850 counters, two backprinted 22x34" maps, rules, scenarios, etc. $90.00

GAM Samurai Card Game **/#
Become a samurai warrior in the Sengoku period (1467-1568), seeking to gain honor by serving a feudal warlord, his daimyo. Should he follow the honorable paths of loyalty and swordsmanship, or the dishonorable but powerful way of treacherous ninjas and gunpowder weapons? Each game is a unique test of strategy. For 3 - 6 players, ages 10+. With simple rulebook, score counter, 6 dice with clan emblems on each face, two decks of cards with stunning art. $39.95

MB Samurai Swords */#
Milton Bradley has re-released *Shogun*, now re-titled *Samurai Swords*. This is one of the best multi-player games ever produced. For 2 to 5 players, the time is the mid-16th century, the Age of War in Japan. Five formidable warlords prepare for a climactic clash of arms. Their weapons are secret strategies, sneak attacks and deadly samurai warfare. Their goal? To crush the enemy and earn the exalted title of Shogun. Only one can succeed! You have three daimyos leading field armies, garrisons, you can build castles, fortifications or more troops, hire ninja, but be on the watch for those backstabs! With a beautiful mounted mapboard of the whole of Japan, 406 plastic soldiers, plastic money, army cards, production secrecy screens, simple to follow rules, plastic swords, 72 domain cards, etc. Note special price. $69.95

AH Successors **/#
The time was 326BC, and Alexander the Great had just died. Alexander had made no provisions for an orderly succession, so in a short time his Macedonian generals would be fighting among themselves to control his vast empire. A 3 to 4 player game. The beautiful mounted mapboard stretches from Europe to Persia. Each player commands two or more of the 11 generals. With 64 playing cards, mutiny, assassins, sieges, naval combat, defections, 3 counter sheets. $99.00

COA The King's War **/##
A two player operational simulation of the English Civil War. Each leader has his own individual rating, which influences all aspects of game play. The map is of all England and Wales. Each player maneuvers his forces and attempts to defeat his opponent by controlling his strategically important recruiting areas while at the same time denying the enemy access to his own. With seven scenarios and the Grand Campaign. 500 counters, 22x34" map, player aid maps, charts, rules. $60.00

MAY The Settlers of Catan 2nd Printing */#
This medieval boardgame is the most popular board game in Australia at the moment. In this game, groups of settlers try to become the dominant group on the remote island of Catan by building settlements and cities across uncharted wilderness. Each player tries to guide their settlers to victory by clever building and trading. Building is based on resources that you gain based on where you build and the roll of the dice. This combination of strategy and luck makes Settlers an excellent game for players of all skills. With 37 geo-morphic hexagons, 120 raw material cards, 36 development cards, 4 colors of game pieces, 18 counters and dice. Thoroughly recommended. $75.00

MAY The Settlers of Catan Card Game */#
Settle Catan! You begin play with a small principality and two settlements worth two victory points. Victory is achieved when you have 12 points. Just as in the boardgame, the player's job is to embark on a quest to dominate the land. Players earn a victory through clever trading and cunning development. Players use combinations of resources to purchase development cards, roads, settlements or cities. Has 120 beautiful cards, special dice, two wooden tokens. Very nice! $42.50

Napoleonic Era

COA 1807: The Eagles Turn East **/##
1807: The Russians have abandoned Warsaw with the French in hot pursuit. Napoleon knows that he is 400 leagues from Paris and on the threshold of a hard, eastern European winter, but he must have the opposite bank of the Vistula River if the campaign to be launched in the Spring is to have its best chance of success. He orders Lannes to cross over...with 400 counters for every major commander individually rated, brigades, divisions, corps, artillery, cavalry, & infantry. $75.00

MiH A FAMOUS VICTORY **/###
John Churchill, first Duke of Marlborough, was the greatest soldier produced by the British Isles in modern history. This game features his first two stunning victories fought during the War of the Spanish Succession, being: Blenheim in 1704, and Ramillies 1706, two great musket and bayonet battles. Battalion/regimental units. 720 two sided counters, 22x24" map (one map on each side). $60.00

AH Blackbeard **/###
An extremely fast paced 1 to 4 player game of the high days of pirates. You command several historical pirates and King's Commissioners. Fast Action cards bring merchants over the horizon, or ports to be sacked or plundered. But all manners of ill fortune can get in the way, such as warships, storms, scurvy, mutiny, etc. 2 mtd mapboards, 16 page rulebook, 64 cards, 8 ship logs, 2 counter sheets. $85.00

GUS BORODINO **/###
Another stunning Napoleonic game by Games USA, this one featuring one of the most exciting battles of that time - the titanic clash between Napoleon and the Russians at Borodino in 1812, two massive armies that in the end drew a stalemate. Giving a 'miniatures feel', the counters of divisions are 1" by ½", with area movement on the map, so your units look like divisions arrayed in line for battle. Features every major corps, wing and army leader, units are divisions for infantry, brigades or regiments for cavalry, and artillery in batteries of 4 - 8 guns. With four scenarios, including the full battle. Back printed counters showing infantry and cavalry in line, artillery batteries ready for action, and national flags for leaders, providing fog of war. With 340 counters, 18"x25" area movement map, rules, scenarios. $43.00

COA Close Action - Fighting Sail ***/##
The Age of Fighting Sail. Allows you to captain a ship of the line in 24 scenarios spanning the years 1780-1815, with ship versus ship to fleet actions. Covers the American War of Independence and the War of 1812, & the bitterly contested wars of Napoleon. Range attenuation and damage charts allow assessment and allocation to occur in real time. With 70 colorful ship counters, 140 status markers, charts, tables, maps, rules. $70.00

COA Courtisans of Versailles */#
This is a popular European boardgame printed in English by Clash of Arms. For 3 – 6 players, ages 8 and up. You are a courtier of the court of the French King, set against the backdrop of Versailles. You will successively play the part of several members of a noble family. You want to acquire honor and wealth by ingratiating yourself with the royal family. But the other players will try to embarrass you and have you sent to Bastille! With 110 cards, 2 figures, game board, etc. $90.00

AH Empires In Arms ****/#
A richly detailed grand-strategy game of the Napoleonic Wars of 1805-1815. 2 to 7 players endure political treachery, economic hardship & war as they guide a nation thru a maze of conflicting national interests and military ambitions that characterised this bloody era. Contains 1008 counters & two 25"x35" maps. The 48 page rulebook covers suing for peace, foraging, sieges, trade revenue, Spanish gold, civil disorder, levies, guerrillas, etc! A magnificent multi-player simulation of great scope & grandeur with 5 scenarios & 4 campaigns. $80.00

COA Jena **/##
1806AD. With five scenarios that span the opening engagement of Saalfeld through the incredible French victories of Jena and Auerstaedt. The Campaign Game opens with the French corps exiting the mountains of Franconia and Thuringia. With 3 34"x22" maps, 420 counters, rules, combat chart, offboard movement track. $50.00

COA La Bataille de Corunna-Espagnol ***/##
1809, January 11th. A very much worse-for-ware British army struggles into the port of La Corunna. Of the 35,000 men who had started the retreat, only 15,000 are now under arms. But what really matters to Sir John is that the fleet has not yet arrived. Can Sir John buy enough time on the field of battle to allow his army to embark upon the ships when they arrive? With 3 scenarios, 34x44" map, 200+ colorful counters, rules, historical commentary, etc. $30.00

COA La Bataille de les Quatre Bras ***/##
The second game in the Waterloo series. This reproduces that fateful afternoon on one 34x22" period map with nearly 600 counters. Marshall Ney is given command of the left wing of the Armee to pursue English troops spotted near Brussels. He launches a drive for the Belgian capital, but first must seize the all important cross roads at Quatre-Bras, knowing that somewhere in the tall rye and light woods ahead waits the Duke of Wellington and thousands of English and Allied troops. $70.00

The Art of War Magazine # 27/28 Clash of Arms magazine. This issue contains a Supermarina scenario, Etudes Militaries Nr 6, Annex F for Harpoon, an article on The King's War, a counter sheet that gives Alexander's army to fight Napoleon in the game *La Bataille de Mont St Jean*, etc. $9.00

COA Regulations of the Year XXII
This rulebook is the Standard Rulebook, Fourth Edition, which may be used with all *La Bataille* games. This rulebook is a guide to tactical warfare in the early Nineteenth Century. Covers all rules, counter types, terrain types, manoeuvring, etc. 60 pages + combat charts. $20.00

COA Leuthen ***/##
It is December 1757. Under threat from losing Silesia, Frederick marched his remaining army of 40,000 men composed of Rossbach veterans and Breslau survivors against Charles' nearly 60,000 polygenous force of Austrians, Hungarians, Imperials, Bavarians and Wurttembergers. This became Frederick's greatest victory. Unit scale is infantry battalions, cavalry regiments, artillery "sections." With rules, 40 page battle rules book, 4 maps, 200 colorful unit and leader counters, 280 markers, etc. This is a special limited edition. $99.00

COL Napoleon **/#
Napoleon, former Emperor of France, had returned from exile on the island of Elba, again seized power, quickly assembled an army, and marched to face the British and Prussian armies preparing to invade France. This is where the game begins. Has a full color mapboard 22" x 17" of southern Belgium. All three armies maneuvre about this board which uses a point to point movement system. The units are 84 wooden blocks with a sticker facing the player, for Fog of War. $45.00

COA Napoleon at Leipzig **/###
His Grande Armee shattered on the Russian Steppes, Napoleon tries to regain the initiative in Germany. His erstwhile allies Prussia and Austria turn traitor and attack him. His most stolid foe, Russia, sends its massive army lumbering across the Vistula River into Europe proper. Even Sweden has joined them. Draining every reserve the French Empire has left, he prepares to meet them. With three levels of play, excellent for solitaire or up to 8 players, 360 colorful counters, great maps, etc. $45.00

S&T187 Risorgimento, Italy 1848 **/##
The 4th game in the Wars of the Imperial Age series, the Italian 1848 War began against the Austrian army with the 5 Days of Milan, as the Italians arose in revolution. 280 counters represent brigades, divisions & corps. Scenarios cover battles fought in 1866, 1848, and 1859. $30.00

PAR Risk Deluxe */#
Without doubt one of the most popular and famous board games, this deluxe version of the game is well worth the investment. Set in the Napoleonic era, 3 - 6 players each begin with the world equally distributed amongst themselves. Players then distribute their battalions upon those world areas they own, placing one or more battalions on each area. Each player is also given a secret mission card. Combat is very simple, merely one dice thrown per battalion you have in combat in that area. With a large, colorful mounted mapboard, mission cards, land cards, 300 plastic figures. $70.00

JUM STRATEGO */#
One of the best mass-market wargames of all time, up there with Chess and Risk. Stratego is a two player game set in Napoleonic times. Each player has 40 plastic pieces, with one Marshall, one General, multiples of lower ranks including Majors, Sergeants, Bombs and Miners, one Spy and one Flag. Your opponent only sees the back of your pieces, only you know what they are. There is no luck involved. Each turn you move one piece. When you want to attack another piece, you each turn your piece around. The higher rank wins, and the lower rank is removed. Same ranks kill each other. The Spy is killed by anything, but he can kill the enemy Marshall. Bombs kill everything except for Miners. Your objective is to kill the enemy Flag - that's the only way to win. The game comes in several formats, as below:

Stratego Travel $25.00
A small travel version in a sturdy plastic case & click-in pieces. The ranks are numbered 10 down to 1 on the actual pieces, making combat quicker to resolve. A "10" kills a "3" for example.

Stratego Compact $30.00
A small boxed set, with small mounted 10.5" x 10.5" mapboard, plastic pieces which clip into plastic bases.

Stratego Original $50.00
This is the version I own. A 19" x 19" mounted mapboard and 3D plastic pieces of little castles with the soldier's picture.

Stratego 4 $80.00
This is four or three player Stratego - and with a few changes! The mounted mapboard has two sides - one for 3 players and one for 4. The 3D plastic pieces have the numbered soldier's rank inside them, so enemy on your flanks can't see the rank You have 20 pieces each. There is a two level plastic fortress in the centre of the board, and you must carry your flag to the top of the fortress - and keep it there - to win. Other players can capture your flag and carry it away too. Any piece can carry the plsatic flag. Cannons (you have two) can be fired only once each, with of range of 3 squares and a clear line of sight - but whatever they shoot at dies. The new rank of Captain can move 2 squares, like Scouts. You also have a "Promotion Card". After you have recorded 6 kills of enemy pieces, you can get back one of your losses. With a 19" x 19" double sided mounted mapboard, 80 3D plastic pieces, 4 plastic flags, plastic fortress. $80.00

DEC The '45 **/##
Bonnie Prince Charles' attempt to grab the English throne resulted in him overrunning Scotland and marching to London, but the battle of Culloden smashed all hope. This game features an accurate order of battle, the game features scenarios that allow players to examine the campaign at six important turning points. The unit scale is regimental with detatched companies. The map is point to point movement. 352 counters, map, etc. $55.00

OSG The Emperor's War 1805-1815 **/#
One of the best games of Napoleon's battles that I've seen. Features a beautiful full color area-movement map of the whole of Europe, including Turkey, France, Prussia, Austria, Russia, Spain, England, etc. Two to seven players vie for dominance of Europe between 1805-1815. On land, the units represent divisions of cavalry and infantry and massive grand batteries, while at sea each ship represents a squadron of sailing vessels. When opposing land armies meet for battle, the units are deployed on a battlemap, like a small miniatures game. 560 color counters, play aid cards, 22x34" map, game money, etc. $99.00

DEC The Sun Never Sets **/##
Three separate games of the major wars fought by the British to expand their Empire in the 19th Century. Players can march to the far flung frontiers of British civilization, engage vast hordes of natives, and plant the British flat in Khartoum, Peking, and Ulundi. The three campaigns are March to Peking, with Britain and France in 1860 taking on the Chinese; Zulu War with the British against the Zulus in 1879; and The Sudan, with three scenarios of General's Gordon and Kitchener taking on the African Mahdists. With 2 34x22" maps, 620 counters. $65.00

GMT The Battles of Waterloo **/##
Modern warfare's most famous battle. Do you try to take Hougomont? Where and when do you commit the reserves? And what do you do with the Prussians? The game features the most stunning Napoleonic counters I have seen, and features five scenarios. Features rules with a historical flavour, 480 counters, 3 double printed maps. $80.00

AH War & Peace **/##
In 1804 Napoleon Bonaparte was made Emperor of France by self-coronation. Incensed by this outrageous affront to the legitimacy of their royalist goverments, the European monarchies branded Bonaparte an outlaw and plunged the continent into a decade of war. This epic conflict is recreated in nine moderate-complexity campaign scenarios plus a multiplayer 1805 to 1815 Grand Campaign! Components includes a 44"x16" mapboard and 1040 counters featuring France, England, Austria, Prussia, Russia & Spain, plus 19 minor allies. $60.00

COL War of 1812 */#
In July 1812, the young American Republic sought to redress grievances against Britain by declaring war and invading British territory (Canada) to the north. After a bitter thirty month struggle known as the War of 1812, the conflict ended in a negotiated stalemate. With a full color 32"x11" period map with town to town/lake to lake movement system; 50 wooden pieces with a sticker on one face to give fog-of-war, simple rules. $36.00

AH We the People */#
An entry level game following the history of the American Revolution, which uses a system of cards that allows players to both move their armies and employ political warfare to obtain their goals. A player wins by judicious control of the events that shaped the revolution, while pursuing the objective of control over the colonies. 16" x 22" mounted mapboard, 150+ cards, 132 counters, play aids, etc. $85.00

AH Wooden Ships & Iron Men **/#
An excellent tactical simulator of naval warfare from 1776 to 1815 - where two players can partake in a single ship duel, or multi-players can slug it out in a complex fleet engagement. The mechanics utilise ship logs & simultaneous hidden movement to superbly recreate the spontaneity & unpredictability of ship to ship combat. With 27 scenarios, a 22"x28" mapboard & 180 counters. Recommended! $60.00

American Civil War

VIC Across Five Aprils */####
Uses simple, quickly flowing rules to recreate the battles of 1st Bull Run, Pea Ridge, Shiloh, Gettysburg, Bentonville. Smaller battles can be played in one hour; larger ones taking 3 - 4 hours. Very high solitaire suitability. Each turn represents 45 - 90 minutes, and each counter is a brigade. Each hex is 300 yards. 252 counters, 3 22" x 34" maps. $75.00

COA Autumn of Glory **/##
A two player operational simulation of the Union campaign of 1863 that resulted in the capture of Chattangoonga. This event provoked the Confederate high command into taking the offensive, culminating in the shattering battle of Chickamauga. The weak Confederate forces must remain flexible and hang on until help arrives. With a 22"x34" map, 240 counters, two rulebooks, etc. $40.00

SG Bloodiest Day: Battle of Antietam **/###
Featuring a beautifully handpainted 22x34" mapsheet, this game is based loosely upon the *Turning Point at Stalingrad* system of area movement. Uses alternating impulses to capture the ebb and flow of Civil War battle as attack and counterattack build to a crescendo of combat. Units are brigades, half brigades, and supporting artillery. Players must think in terms of getting their corps comanders to commit their brigades and divisions to the right place at the right time - there is no micro-management. 176 counters, represent this hard fought battle in 1862, which sees the end of Lee's invasion of the North. $60.00

COL Bobby Lee **/#
Another excellent wooden-block game from Columbia Games. This game brings to life the American Civil War from 1861-65, covering the war in the east between Richmond and Washington. You can fight a campaign or five scenarios covering First and Second Battles of Bull Run, Antietam, Fredericksburg, Gettysburg, etc. With a stunning hex based full color 22" x 25" mapboard, 84 wooden counters with stickers, etc. Once enemy units both occupy the same hex, a battle is resolved using a full color battlefield map, with left and right flanks, centre, and reserve, for both players. $52.00

AH For the People ***/#
In April of 1861, South Carolina state forces fired on Fort Sumter. President Lincoln called for volunteers to put down the rebellion. This is a ground breaking two player boardgame of the American Civil War. Includes a deck of strategy cards for conducting campaigns and incorporating the many events and personalities of the war. The Confederate player can build ironclads; naval mines, submarines, conduct overseas purchases, and work towards foreign intervention. The Union player can build up his naval blockade, his ironclad fleet, fight draft riots, secure the Border States, etc. Includes 2 16" x 22" mounted mapboards, 96 cards, 416 counters, rules, etc. $110.00

AH Geronimo **/#
As Indian player your troops include the finest light cavalry the world has known. Arrayed against this fierce cast are the technological gains borne of the American Civil War which brought opportunity followed by defeat. Against artillery, gatling guns, the telegraph, and Springfield Rifles, the Indians had no defense. Mounted mapboard, 3 counter sheets, over eighty game cards, reference charts. $75.00

SPE Gettysburg: Three Days in July **/#
By Spocrit Games, this is the most visually appealing and playable game of the Battle of Gettysburg in the American Civil War. With a stunning 21" x 37" mounted mapboard of Gettysburg, Pennsylvania, and surrounding area with hex movement and 137 one inch plastic standup pieces, with a flag on one side and the unit on the other, to give fog of war, representing every infantry, cavalry and artillery unit present at the battle. 16 pages of rules are easy to follow, and players record damage to units on unit score pads provided. Also has various play aid cards and tables. Weighs over 2.2 kg! **Crazy Special** $48.00

GMT Glory */###
Covers three battles, First Manassas, Second Manassa and Chickamauga. The game system combines sophistication with ease of accessibility - the rules are less than 8 pages long, with almost no charts. The scenario booklet includes unit deployment, very few optional rules, and specific victory conditions; high suited to solitaire play, and all battles occur on single maps. 400 counters, 2 x 22"x34" maps. $70.00

AH Here Come the Rebels **/##
The 2nd game to use the rules in STONEWALL JACKSON'S WAY. This game is a two week campaign where the Confederate player is attempting to secure Maryland, and the Union player is trying to stop him. There are also several scenarios focusing upon various engagements in the campaign. $60.00

COA Lees Takes Command **/##
A two player simulation of the Seven Days Campaign of 1862 that broke McClellan's siege of Richmond. This event shattered Union hopes of ending the war quickly and gave birth to the legend of Lee and his invinsible Army of Northern Virginia.. Includes a 22"x34" map, 240 counters, two rulebooks, player aid cards. $37.00

AH On to Richmond **/##
The 6th in the Great Campaign series. The Civil War has been raging for over a year and neither side is close to a victory. This game covers the Peninsula Campaign, April - June 1862. Includes 8 scenarios and an entire campaign. $80.00

AH Roads to Gettysburg **/##
Covers Lee's invasion of Pennsylvania, June - July 1863. As Lee you have to make Pennsylvania feel the hard impact of war. As the Union General Meade, you have to catch this army and crush it to end the war. 520 counters, 2 22" x 32" mapsheets, ammunition pad, counter tray, & several display cards. $75.00

AH Stonewall in the Valley **/##
The full campaign in the Shenandoah from March to June 1862. Stonewall's tiny Valley Army is confronted by three Union armies. With three beautifully hand painted maps based on Civil War originals, with roads, trails, railroads, villages, mountains, and waterways. $70.00

AH Stonewall Jackson's Way **/###
Covers the second battle of Bull Run in central Virginia during 1862, wherein "good ol' boys" Longstreet, Robert E. Lee and Mr. Stonewall himself gained such notoriety in the North for their adroit leadership. Features two absolutely stunning 32"x22" mapsheets (2000 yards per hex), plus units ranging from regiments to corps. 520 counters. $85.00

AH Stonewall's Last Battle **/###
The Chancellorsville Campaign. The Union General Hooker crosses the Rappahannock and threatens Lee's flank with 83,000 troops, near a wooded crossroads name Chancellorsville. Lee sends Stonewall Jackson to flank march through the Wilderness and fall upon Hooker's rear. With 22x32" mapsheet, 260 counters, charts, etc. $65.00

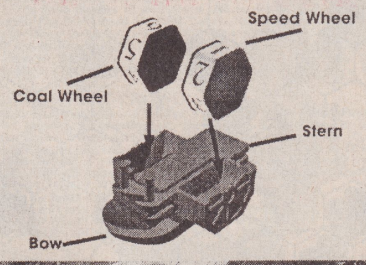
COA The Army of the Heartland **/##
During the four bloody years of the American Civil War, many of the most important campaigns occured in the West, the "heartland" of both sides. It was here that the rebel Army of Tennessee poured out its blood: Johnston bleeding to death in a Shiloh peach orchard...the fruitless victory at Chickamauga. With over 90 individually rated leaders, 560 counters, two 34" x 22" maps, nine scenarios plus campaign. $60.00

GMT The Three Days of Gettysburg ***/##
This game is the most stunning American civil war game I have seen. The game concentrates on the use, effects, and personalities of battlefield command, and on the tactical difficulty in maneuvering such large numbers of troops and bringing them to bear tellingly on the enemy. Includes a staggering 1,680 beautiful counters, 3 22"x34" maps, 7 scenarios. Very playable. $90.00

SG They Met at Gettysburg **/###
Featuring a beautifully handpainted 22x34" mapsheet, this game is based loosely upon the *Turning Point at Stalingrad* system of area movement. Uses alternating impulses to capture the ebb and flow of Civil War battle as attack and counterattack build to a crescendo of combat. Units are brigades, half brigades, and supporting artillery. Players must think in terms of getting their corps comanders to commit their brigades and divisions to the right place at the right time - there is no micro-management. 352 counters represent this three day battle, the bloodiest ever fought in America, which saw the defeat of the Confederate army. $60.00

Xeno This Hallowed Ground **/#
The American Civil War in the style of *Axis & Allies*, by Xeno Games. Contains a light card 22"x34" color map, 104 plastic pieces that represent 6 different troop types for both Confederate and Union: armies, cavalry, leaders, recruits, Veteran infantry, elite infantry. The plastic figures are about 23mm high and are very high quality. There are also 140 counters representing ships, forts, entrenchments, 119 counters, 70 mini poker chips to represent stacking, 10 dice, simple rules, which cover: naval units, entrenchments & forts, railroads, command control, bombardments, recruitment, Union blockades, blockade runners, Confederate raiders, and Indian uprisings. $70.00

RGG MISSISSIPPI QUEEN */#
This is a stunning game of racing paddle-boats up the Mississippi. Set in New Orleans, 1871. Once a year, paddle-boat captains raced their ships on the unpredictable Mississippi to determine which ship would hold the title of Mississippi Queen. During the race, you decide how much steam to make, how to manage your limited coal supply, and where to pick up passengers. With 12 river tiles which can be arranged differently each game, 5 plastic paddle-boats, 16 passengers, dice and rules. For 3 – 5 players, ages 10 and up. Looks really cute! $80.00



Mississippi Queen

World War One

COA Africa 1880 */#
A stunning boardgame by Clash of Arms. Relive the African colonial adventure! Between 1880 and 1914, European nations fiercely raced to gain control of the "dark continent". Each player represents a nation exploring and colonizing Africa. The success of their adventure, however, has more to do with intrigue in the luxurious parlors of the embassies than hacking through the jungle. Negotiating alliances and declaring war are what change the face of the world! With 22 resin-cast, stained miniatures, 180 counters, a stunning mounted mapboard of Africa, and rules. Nice, simple rules! $100.00

AH Colonial Diplomacy */#
A stand alone game of Colonial Diplomacy, using all of regular *Diplomacy's* rules and game system. The game spans 60 years of exciting history from the Opium Wars, the Crimean War, the struggle in Egypt and the Sudan, through to the Russo-Japanese conflict of 1905. Includes a superb mounted mapboard, and plastic pieces, 7 conference maps, and rules. Designed by an Australian! $100.00

AH Diplomacy */#
A classic boardgame of abstract grand strategy, where 2 to 7 imperialistic nations try to carve out niches for themselves in pre-WWI Europe. The game's dice-free mechanics are simplistic in design, allowing players to immerse themselves in the machiavellian politics of empire building. Military successes will still win the day, but only if built upon prudent diplomatic machinations. By that I mean alliances between nations - the staple diet of Diplomacy players, and rife with examples of outrageous collusion, naive trust, brazen intimidation, etc. $65.00

ADG Fatal Alliances II ***/#
A World War I campaign module for WORLD IN FLAMES 5th Edition. It includes 600 counters (air, land & sea units from 19 nations), A4 map overlays (WWI central Europe & WW2 Scandin-avian Off Map Box variant)., a 28 page rulebook, plus a Build & Morale chart. You must own WORLD IN FLAMES 5th EDITION to play this module. $20.00

COA Home Before the Leaves Fall ****/###
This is the best and most comprehensive WWI wargame ever released. The game covers that fateful summer of 1914, when the German Empire made its strongest bid for victory in the West. In addition to the grand campaign game, scenarios highlight specific army actions during the battles for the Frontiers, the Retreat from Mons, and the Miracle of the Marne. Units represent battalions, regiments, brigades, and divisions which in turn comprise corps and armies. 3,080 beautiful counters feature full color period national symbols and heaps of unit detail. Also has two 34"x22" maps, 24 army charts and displays, standard rulebook, exclusive rules and scenario book with historical commentary. $124.95

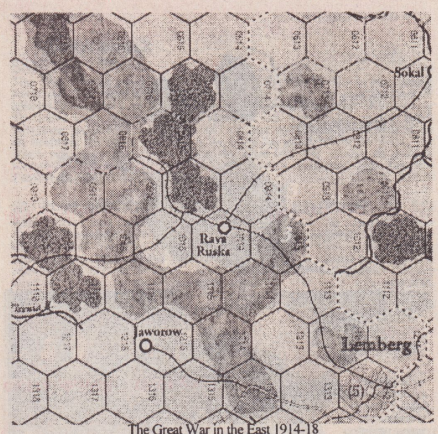
COA Landships */##
Covers the Great War at grand tactical level. The 420 counters represent infantry platoons and cavalry squadrons, or a single tank or artillery piece. Each turn is around five minutes and each hex on the eight geomorphic map sections is 100 meters. Easy to play rules with over 20 scenarios get you playing right away. Trace the story of combat from the simple slaughters of 1914 to the sophisticated combined arms offensives of 1918. $45.00
The Art of War Magazine # 25 Advanced Rules for Landships. $4.00

GRD March to Victory ****/###
This war to end all wars was fought in the dawn of new technology that laid waste to vast empires and their armies. Virtually all our modern weapons were first used in this war. The tactics were not. Mass attack resulted in mass destruction. The Great War with Europa rules, from 1914 to 1916, on the Western Front! 16 miles to a hex, two week turns, naval and air power is represented. Basic formation is at divisional level, with regiments, brigades and battalions. Two half maps, one full map. 3,360 counters of Germans, British, French, Dutch, Belgians, Swiss, Italians, Austrians, etc. Central Powers; Entente and Neutrals OB books. Lots of scenarios. Off maps strategic operations. $185.00

S&T186 Over the Top! **/##
General Von Kluck's German First Army was to sweep through Belgium and northern France to trap the Allies in Paris, but the Battles of Mons and the Marne, in 1914, put paid to the German strategy. Map and 280 back printed counters. $22.00

S&T180 **Reinforce the Right! 1914** **/#
A game for two players based on the opening campaign of World War One in 1914. One plays Germany, and the other French, British, and Belgian units. Can you as Germany bring to completion the Schlieffen Plan to reinforce the right sufficiently to take Paris? Can you as the Allies stop this from happening? 280 counters, large map of Belgium, France, & Germany. $27.00

S&T192 **The Great War in the East 1914-18** **/##
The battles that raged on the Eastern and Italian fronts of World War I had effects so broad and far reaching that they are felt in the world today. The result of these battles-of four years of total war-were that the great imperial hegemonies – German, Austro-Hungarian, Russian and Ottoman – were dead, and that from their ashes was to emerge communism, fascism and the origins of decades of conflict. With a beautiful map and 400 back printed counters. $36.00



The Great War in the East 1914-18

SPW **The Schlieffen Plan** **/####
As WWI begins, German general von Schieffen envisions a powerful group of German armies quickly moving through Belgium and northern France to attack Paris from the rear, while weaker forces protect the German border with France. But the Belgium armies resist, and Britain sends forces to help Belgium and France. This is your chance to see if you can do better. $60 double sided counters. $60.00

PAN **Warlords** **/#
An entertaining multi-player (3 to 7) wargame of social turmoil and military expansionism set in the faction-tom provinces of China from 1916 to '50 The simple mechanics include such things as famine, revolts, foreign aid, guerrilla warfare, & taxation. Victory is dependent upon how well one dominates inter-player skills such as bribery, coercion and negotiation. $2.00

World War Two

AH **Advanced Third Reich** ****/#
A comprehensive study of the battle for Europe and North Africa. Components include two painted 22"x31" mapsheets with 1" large (60 mile) hexes, 1040 counters (Corps level) representing air, land & naval assets from 24 nations, a 64 page rulebook, plus a 36 page appendix, 25 non-historic randomly selected variants for both the Axis & Allies, technological advances, 7 scenarios, etc. $90.00

Empire of the Rising Sun ****/#
The *Third Reich* rules for the war in the Pacific. This can be played with *Third Reich* or as a complete stand alone game. With rules to link with Third Reich, 5 counter sheets, 2 22"x31" mapsheets, etc. $99.00

AH **Atlantic Storm** **/#
From September 1939 through May 1943, the German Wolf Pack submarine force sank 2,452 Merchant Marine vessels carrying 13 million tons of needed war materials for Great Britain. Includes two decks of cards, one with 40 historical convoys, the other being 112 cards of the forces of the two opposing sides. Even the Bismark and the Hood are included in the game, as both players fight battles over the 20 convoys that sail in each game. The cards feature stunning artwork with B&W photos of ships, subs, aircraft, weapons, leaders, etc. A great looking game with nice short rules. 2 to 6 players. $54.00

MB **Axis & Allies** **/#
A rather big game of global grand-strategy for 2 to 5 players. Beginning in 1942, the five world powers must expand their territory to deny the enemy land, as well as increase their vital industrial resources to thus increase armament production. Mechanics feature secret weapon development, strategic bombing, and submarine warfare. Components include a colorful 19"x33" mapboard and 299 plastic minatures representing infantry & tank armies, carrier task forces, destroyer flotillas, sub packs, fighter & bomber squadrons, AA divisions, etc. This is a great game where you can happily quaff the Vic Bitter and still win! Recommended. $90.00

The World At War
By Xeno Games, this is a deluxe *Axis & Allies* expansion. Gives new rules that allow for more realism to the game and actually starts the game in 1939. These rulesmay be used with either 1st or 2nd ed A&A. This boxed expansion comes with 238 plastic playing pieces in four colors, and a 18"x30" full color map that is very easy to see where all the countries etc are. More territories have been added, the Germans can build SS troops; there are rules for cruisers, and the Japanese can do Banzai charges. There are rules for paratroopers, and beware! Those minor countries are now fully armed! $75.00

JED **Europe at War** */####
A low complexity grand strategy game where 1 to 4 players direct the eco-nomic & military growth of a European power from 1941 to '45 Features 282 counters representing leaders, infantry armies, armoured corps, elite forces, aircraft & naval assets, plus three 8"x22" mapboards. The rules cover the influence of the naval war & Japan, as well as A-bomb development & political variants. $20.00

XEN **Europe at War** */####
By Xeno Games, this magnificent game of WW2 in Europe & North Africa is in the league of *Axis & Allies*, but at one third less the price! With 290 plastic pieces in 6 colors, representing infantry, tanks, artillery, fighters, bombers, merchants, transports, battleships, escorts, carriers & subs. The rules are short and simple too! The game starts in 1939 with the invasion of Poland, and continues until one side wins. Two to five players can play, controlling between them the countries France, Britain, Poland, Russian, USA, Germany, Italy, Rumania, Hungary, Bulgaria, & Finland. All the minor powers are represented too, including Greece, Portugal, Switzerland, Turkey, etc. Players receive income to buy new units, they can develop technology; you can deliver armored breakthroughs, aircraft can be used for Air Cap, Tac Air Support, Strategic Bombing, or Air Transport. You launch amphibious assaults, send convoys, there are fortifications. There are 15 fields of technology, including A-bombs, rockets, armor, submarines, etc. Also has 119 counters, full color 24x36" map, 70 mini poker chips. Very thoroughly recommended! $80.00

Russia at War This expansion includes new charts and set up for a 1941 starting time, additional Russian playing pieces, additional German and Italian pieces, additional pieces for partisans and neutral countries, printed play money, etc. $45.00

DEC **KRIEG** **/####
WW2 in Europe as an engaging game for 2 or 3 players. Of modest complexity with high solitaire potential. Can Britain form an effective coalition? Will Stalin break the Nazi-Soviet Pact? With economics and diplomacy resolved through card play, this game features plenty of intriguing twists and turns. This game is the old fashioned "pre-rules-lawyer" style of game, an old fashioned panzer pushing good time. With 420 counters for all major beligerants of Europe. 2 34x22" maps, etc. $70.00

GMT **Operation Mercury** **/####
The Allied forces have retreated to Crete, and Hitler must take the island a.s.a.p. so that the Allies cannot keep airbases there, as it is May and the invasion of Russia was set for June. So he sends in his crack Paratroop units and a Mountain Division. Includes 400 counters, including Australia and New Zealand, 2 22x34 mapsheets, dice, etc. $60.00

AH **Squad Leader 4th Edition** ****/#
An award-winning & popular tactical game of small-unit combat in Europe. 712 counters representing individual leaders & vehicles, infantry squads, support weapons, fortifications, etc. Four 8"x22" mapboards. Includes 12 scenarios, plus comprehensive skirmish rules. $70.00

Cross of Iron An east-front expansion for *Squad Leader* that features a restructured armor and artillery system, as well as new troop types (eg elite) and support weapons. Includes 8 scenarios, an 8"x22" mapboard, 1096 counters. $55.00

Crescendo of Doom Introduces the troops, vehicles and equipment of France and England to the system, as well as a host of minor nationalities, including Poland, Belgium & Finland. With many new rules, 2 mapsboards, 1324 counters. $65.00

GI: Anvil of Victory Its the Americans, plus revised infantry counters for the other combatants. And naturally it contains more advanced rule additions, plus 14 scenarios, 1568 counters, 5 mapboards, and some terrain overlays. $80.00

COL **Victory** ***/#
An absolutely stunning new game from Columbia Games, using their excellent wooden blocks to create fog-of-war. Featuring a mythical map, this is a fast paced strategy game. You command a variable force of army, navy, and air units, over four geomorphic maps that can be joined together in a variety of ways. You can choose from ten WW2 unit types including fighters, bombers, carriers, battleships, armor and infantry. 100 wooden counters with great new graphics. I'm buying a copy! $75.00

Victory

ADG **World In Flames Deluxe 6th Edition** ***/####
Award-winning Australian game. A strategic level game of the Second World War. Seven full color maps portray all the theatres of war: Europe, Russia, Africa, the Middle East, India, Asia, the Pacific, the Atlantic, and more importantly, Australia. 3,400 full color counters represent the armies, corps, and divisions, the aircraft carriers, battleships, cruisers, and air groups that took part. Players make strategical decisions that decide the fate of nations. What forces to produce, where to commit them, and when and how? This final edition has new, graphically stunning maps and counters. The maps have larger hexes with the most accurate terrain yu seen in a strategic game. This deluxe version includes Ships in Flames, Planes in Flames, Asia Aflame, Africa Aflame, and Mechs in Flames. All their rules have been revised, simplified and incorporated into the main rules. With scenarios and campaigns. Thoroughly recommended. $169.00

World In Flames Classic Basic edition. $80.00

Afa/AsA Update Kit Replaces Africa Aflame and Asia Aflame for all players of World in Flames–the Final Edition. It contains new counters, and the revised maps are now of the same stunning quality as WiF–the final edition. Has 400 counters and maps for Africa and Scandanavia. $39.00

DAYS OF DECISION II A game of politics and war during the volatile years 1936-46. You, as leader of one of the nine major world powers, must guide your country through these dark and difficult times, pitting your wits against the other world leaders to ensure that your ideology holds true and your country is victorious. With 800 counters, large map, rules, charts. $70.00

PLANES IN FLAMES GOLD EDITION (With over 20 new aircraft types) Contains 600 new aircraft counters (plus more AA units, V-Weapons, the A-Bomb, & Chinese garrison units) - covering every major plane of WWII, and all individually rated. Includes new WIF rules such as pilot training, land-lease, carpet bombing, , 5th Ed. WIF errata (!), etc. Special $10.00

FATAL ALLIANCES II World War One add-on for WIF. See description under WW1 heading. $20.00

ASIA AFLAME Gold Edition Contains 200 double sided full color counters, 236mm x 584mm of central Asia, 175mm x 294mm map of Scandinavia, and 8 page rule book. $10.00

WIF Annual 1998 Includes Leaders In Flames expansion, with 140 counters, players notes for every major power, 16 page rules insert, all the latest from the WIF world, etc. $50.00

Advanced Squad Leader

AH **ADVANCED SQUAD LEADER** ****/####
This is ONLY a rulebook - more specifically a sturdy 3-ring binder with an attractive dust cover. Inside are 176 pages of text, with 8 separate reference cards. Featured chapters are - Introduction, Basic Infantry Rules, Terrain, Ordnance/Offboard Artillery, Vehicles. Design Your Own (with German & Soviet equipment notes), plus an index. An outstanding production! $90.00

ASL ANNUAL '91 64 pages with 16 scenarios. Articles include a Red Barricades series replay, Axis Minors in ASL, the scenarios in Last Hurrah, ASL notes on operation Market Garden, the PzKpfw Maus with counter art, etc. $30.00

ASL ANNUAL '92 80 pages with 14 scenarios. Articles include Japanese manpower & material in ASL, series replay of scenario A41, reference notes on the ANZAC Independent Companies, 13 scenarios, and more. $30.00

ASL ANNUAL '93 Part A 80 pages with scenarios and articles on ASL. More details next catalog. $20.00

ASL ANNUAL '96 Featuring an article on snow an ASL, movning, motion, and non-stopped status, Atlanticon '93 Scenario Analysis, tips on cave and cave complex setsups, and full of new scenarios, etc. $35.00

ASL ANNUAL '97 Articles and scenarios on cavalry; scenarios focusing on scouts; a two-fold jungle map and scenarios *The Road to Nhpum Ga* to play on it, where the American soldiers of Merrill's Marauders fight the Japanese in Burma; a scenario that pits an infantry-only force against a force with tanks; etc. $40.00

ASL CLASSIC In *ASL Annual* format, this magazine presents many out-of-print ASL articles & scenarios, which include *The Guards Counter-attack, The Tractor Works, Streets of Stalingrad, The Puma Prowls, The Pouppeville Exit*, etc. $24.00

BEYOND VALOR MODULE 1 Contains an extensive German and Russian force pool: 2396 counters representing every major vehicle and gun used by the belligerents - from horse-drawn wagons to the gargantuan IS3. Includes a large assortment of markers, leaders, infantry squads, and support weapons as well. I pity the poor bugger that has to carefully cut 'n' trim this lot! Also features four 8"x22" mapboards (#20 to 23, all urban) and 10 scenarios. $90.00

PARATROOPER MODULE 2 This module introduces the advanced mechanics to SQUAD LEADER players. Contains ALL the necessary counters & markers for the 8 scenarios provided (recreating US airborne operations during the Normandy Invasion). Features one (#24) mapboard, 478 counters, plus Chapter K - a 24 page ASL primer! Note - requires mapboards #1 to #4 to play. $50.00

YANKS MODULE 3 Obviously this is the American expansion set, it contains 1048 counters with the usual plethora of AFVs, ordnance, heavy equipment, leaders, NCOs, grunts, and markers. There are also four 8"x22" mapboards (#16 to #19), 8 scenarios, Chapter E (26 pages of miscellaneous rules - night, weather, ski troops, boats, swimming, air support, gliders, paratroops, convoys, barrages, etc.), plus U.S. vehicle notes for chapter H. $90.00

PARTISAN! MODULE 4 Features 8 scenarios specifically pitting guerrilla operatives against the Germans and their allies. Contains 260 counters (axis minor infantry & support weapons) plus two 8"x12" mapboards (#10/32). $40.00

WEST OF ALAMEIN MODULE 5 An expansion set that features the British army, with 1264 counters representing everything from the 2pdr. Portee to the Churchill Crocodile. Also includes Chapter F (rules for desert terrain, arid weather, sun blind-ness, heat haze, heavy dust, mud, etc.), plus Chapter H notes for British equipment. There are 8 scenarios, five 8"x22" desert mapboards (#25-29), a 7"x 22" escarpment map and six pages of terrain overlays. $99.00

THE LAST HURRAH! MODULE 6 Eight challenging 1939-'41 scenarios set in Poland, Belgium, Holland, Crete, Norway & Yugo-slavia. Contains two mapboards (#33 & 11) plus 260 counters (featuring Allied minors). $40.00

HOLLOW LEGIONS MODULE 7 This package presents the Italians; whose fighting prowess was unfairly maligned at squad level. Contains 2 desert mapboards (#30 & 31), 652 counters, 8 scenarios (from North Africa to Russia), and pages for Chapters H and N. $60.00

CODE OF BUSHIDO MODULE 8 Presents the Japanese army and rules for the Pacific theatre. Contains 660 counters covering all major Jap vehicle, gun & troop types employed from the 1930s to 1945. Also includes 4 mapboards (#34 to 37), 4 sheets of jungle overlays (35 in all), 8 scenarios, Chapter G, plus Japanese additions for chapter H. $95.00

GUNG-HO! MODULE 9 Contains 1008 counters introducing the nuggety US Marines, the Chinese army, plus an assortment of Japanese & Allied landing craft. There are also 28 more pages for Chapter G (covering cave fighting, bulldozers, the tropical climate, assaults landings, beach obstacles, naval gunfire, reefs, piers, etc), Chinese notes for Chapter H, two mapboards (#38 & 39 - jungle & airfield), 19 beach/sea/river overlays, and 8 scenarios. $99.00

CROIX DE GUERRE (Cross of War) MODULE 10 This module adds the 1939-40 French, Vichy French, and Free French, to ASL. It contains the entire order of battle including personnel, weapons, and vehicles, two new mapboards (#40 and #41), one sheet of building, stream, etc overlays, 8 pages of revised rules, Chapter H historical & DYO, and 8 scenarios. There are over 600 counters. $80.00

RED BARRICADES HISTORICAL MODULE 1 The mapboard, 31x45", has 1" hexes depicting Stalingrad's huge Red Barricades ordnance factory and surrounding environs. Also Chapter O, '88 counters for marking fortified buildings, Cellers, AT ditches, etc. Includes three separate Campaign games for street fighting. $60.00

KAMPFGRUPPE PEIPER 1 HISTORICAL MODULE 2 A game of Tactical warfare in the Ardennes in 1944. It deals with the desperate fighting between US and German SS forces around the village of Stoumont Belgium, during the Battle of the Bulge. The huge two piece 31" x 45" full color map depicts the village and surrounding environs. Contains over 400 counters, 4 scenarios, the Campaign game (including 8 scenarios), and Chapter P, which introduces pine woods, barbed wire fences, narrow streets, slope hexsides,etc. $75.00

KAMPFGRUPPE PEIPER II HISTORICAL MODULE 3 A companion that expands upon the MODULE 2. Includes update to Chapter P with several new terrain types; three different campaign games covering the entire battle. In the campaigns, surviving units and equipment are retained for the next campaign scenario, a critical tactical dimension - conservation of force - is added. Six scenarios use small portions of the two maps, and one monster scenario uses all the maps! 2 maps, 7 scenarios, counters, Chapter P rules update. $80.00

PEGASUS BRIDGE HISTORICAL MODULE 4 The glider-borne D Company, 2nd Oxfordshire and Buckingham Light Infantry seize a key bridge over the Caen Canal in Normandy. This elite company must hold the bridge until relieved. They repulse eight different German counterattacks from the 21st Panzer Division and 716th Infantry Division until relieved. With on 22"x32" map, Chapter Q, 224 counters, new vehicles, 6 scenarios. $60.00

SOLITAIRE ASL SOLITAIRE MODULE 1 /##### Has numerous charts and tables for generating enemy units, random events, and mapboard configurations. The highly detailed and historically accurate unit activation tables are arranged on various full color nationality cards - one each for Americans, Russians, and Germans, allowing you to play any one of these three sides against the other. Unknown enemy units are represented on the mapboard by the presence of Suspect? markers, which could be dummies or nasty surprises! With 14 new scenarios, 260 counters, generation cards, Chapter S. $70.00

HEDGEROW HELL Deluxe ASL Module 2. Has four full color, geomorphic mounted 11x26" mapboards (with large 2.2" hexes) depicting typical country terrain, and eight specially-designed scenarios for use on those boards depicting the bitter fighting following the invasion of Normandy in 1944. Also 117 play-aid counters and 24 AFV playing aid cards of American tanks. $50.00

ASL ACTION PACK # 1 This pack contains ASL Boards # 42 and # 43 as well as eight new scenarios specifically designed for use with these new boards. The actions in these battles span the length of the war - from 1939 to 1945 - and the length of Europe - from Poland to Sicily, from Russia to France. Also has a color coded playing aide to help you through the somewhat complicated OBA section of Chapter C. $40.00

DOOMED BATTALIONS 9th April 1940 - threatened with aerial bombardment of Copenhagen, the Danes quickly surrendered, but because of poor communications the news did not reach the front lines. Mapboards 44-45, 8 new scenarios with overlays, and, Allied Minor Armor and Ordnance. $80.00

ASL & Squad Leader Boards
The following is a list of all the mapboards which we stock for ASL and Squad Leader. All are the same price. ASL & SL Boards 1, 2, 3, 4, 5, 6, 8, 9, 10, 11, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 30, 31, 42, 43. ASL Deluxe Boards (with big hexes) A, B, C, D, E, F, G. $12.00

Critical Hit
Approved ASL Supplements

Critical Hit Magazine Issue # 7 Includes 7 color counters, six scenarios being Poland 1939, Russians try to break out of the Kiev pocket, France 1944, Canadians in action 1944, a disastrous US attack in Germany 1944, West Front 1945. Also an indepth look at para-drops, play notes on the Canadian army, scenario replays, etc. $26.00

Critical Hit Magazine Issue Vol 4.2 56 pages, with color cover and map on the backcover. Includes many articles plus 8 scenarios, which include a failed German assault on a US held village, the Italian Semoventе 90 da 53 in action, Yugoslavian partisans in action, etc. $26.00

Critical Hit Magazine Issue Vol 5.1 50 pages with scenarios set in Belgium 1940, Kharhov 1943, Russian winter offensive in 1942, a Finland 1939 campaign, Russia 1941, etc. $30.00

All American: 82nd Airborne Module 1 Stars the paratroopers of the 82nd Airborne "All American" Division that dropped out of the night sky before the landings on D-Day. With a professionally printed game map on heavy stock, designers notes, a historical booklet, ten scenarios with a battle manual, and B&W photos of locations. $40.00

All American: Timmes' Orchard Module 2 Includes eight new scenarios, all playable on an accurate 32"x28" tactical map included. Also has 2 new solitaire missions, charts, special rules, and a monster scenario. $40.00

All American: Shanley's Hill Module 3 Depicts the fighting of the 82nd Airborne to secure the exits from Utah Beach during the Normandy invasion. Provides ten new scenarios and a scenario-generating campaign system that ties the entire system together. Also includes a flak train (with counters!) for the paratroopers to attack, 78 cut-out counters, two large maps. $46.00

Armored Stand - Platoon Leader Pack II A campaign game for *Platoon Leader* listed above. Depicts the battle for San Manuel in the Philippines of 1945. You can command the units of the late-war Japanese 2nd Tank Division in its battle against the American 25th Infantry Division and support units. Includes new terrain features such as palm trees, a cemetery,etc. $16.00

ASL '96 Pack Ten scenarios that require ownership of boards 2,5, 6, 10, 16, 17, 18, 11, 20, 21, 23, 35, 37. Scenarios include Sicily 1943 with the Big Red One taking on the 15th Panzergrenadiers Division, China 1938 where Chinese Communists fight the Government, France 1940 where K Battery of the Royal Horse Artillery took a stand to delay the attacking Panzers south of Dunkirk, Malaya 1942, Hungary 1945, Korea 1950, etc. $16.00

ASL Cemetery Hill You must own *Platoon Leader* to use this campaign. A new campaign depicting the fighting on Crete between the Greek and New Zealand troops and German Fallschirmjager, including printed color overlays, a new reinforcement group chart, scenarios, etc. $13.50

ASL News Pack 1 Eight scenarios by top European designers. Includes German armor versus Polish fortifications, Belgium 1940, Holland 1940, German drive into Russia in 1941, Japan invades Vietnam in 1939, and a Russian village under attack in 1941. $16.00

ASL Platoon Leader 2.0 This second edition includes complete campaign game rules, ready to slip into your ASL rulebook, and all the scenario details required to run the campaign game Primosole Bridge, which depicts the fight for the bridge called Primosole in Sicily, 1943, between German and British paratroopers. Includes campaign, new rules, color overlays, etc. $19.00

Aussie-ASL '97 Pack A fresh batch of eight hand-crafted scenarios designed by the Paddington Bears ASL Club of Sydney. The scenarios include a battle in the Spanish Civil War, China versus Japan in 1937, France 1940, Russia Front 1942, Guadalcanal 1942, Tunisia 1943, Burma 1943 and 1942. $16.00

Dzerhezinsky Tractor Works The Battle of Stalingrad October 14-15th, 1942, depicting the fighting between the elite Soviet 37th Guards and the German 305th Infantry Division supported by the tanks of the 14th and 24th Panzer Divisions. Includes large, full color map of the factories, rules to cover special terrain, rules for Platoon Leader, 4 big! scenarios.$40.00

Euro-Pack II: The Battle of the Bulge Eight scenarios that follow the Bulge, including house to house fighting in Belgium, a hidden Sherman wreaks havoc, German infantry attack US gun positions, etc.$18.00

Euro-Pack III: Late War '44-'45 Eight scenarios, including US M18s fighting Japanese Type 97s, US paratroopers in Normandy 1944, Red Devils are forced back by German tanks, a US assault with Wasps on a German held village,etc. $18.00

Gembloux: The Feint A set of eight scenarios and a new Platoon Leader campaign game. The set depicts the fighting during the Battle of France 1940 including an historical booklet. Includes a full color map extension depicting a Belgian village, play aids, etc. $29.00

Leatherneck II 8 new scenarios focusing on the USMC in WWII, including marines assaulting Japanese defenses in 1943, marines make a desparate defense to hold a beleagured beachhead, an armored clash on Palau Islands, etc. $15.00

OAF (On All Fronts) Pack I Has ten scenarios, including a Soviet T-34 counter attack aginst a German Tiger I advance, the American 82nd Airborne verses SS Panzergrenadiers, Soviets try to close the last east-west corridor into Berlin in 1945, a Japanese assault in 1942 leaves them trapped, etc. Also has a small wood, river, and village. $16.00

Rout Pak I - Aussie ASL Pack 8 scenarios featuring the British and Commonwealth forces during WW2, including a Kiwi tank attack that runs afoul of an 88mm L56, a Scottish infantry unit tries to defend a small village against a joint armor/infantry attack, an engagement between British with PIATs verses six Panthers - guess who wins!. $13.00

Rout Pak III 8 new scenarios including British A13s getting their but kicked by Pz 38(t)s, French forces including S35s defeat Germans in 1940, British invade Vichy Africa in 1942, etc. $15.00

Soldiers of the Negus A new module depicting the Italian conquest of Ethiopia. Includes a sheet of mounted counters, nine scenarios covering a wide variety of actions from 1935-36, a historical booklet, and a new rules section. Was the Italian-Ethiopian war a simple conquest of tanks, machine guns and aircraft against spears? Find out! $26.00

STALINGRAD Critical Hit '97 Special Includes a full color map of the Grain Elevator, for the Battle of Stalingrad, September 14th, 1942, as well as scenarios to use with it. Also a solitaire campaign to use with the Dzerhezinsky Tractor Works, and a plethora of other scenarios & articles too. $34.00

Europa Series

GRD BALKAN FRONT ****/###
Recreates the campaign in the Balkans from the autumn of 1940 to the summer of 1941. It covers the failed Italian attempt to conquer Greece, the German blitz which overran Yugoslavia and Greece, and the German airborne assault on Crete. With two maps, 720 counters, scenarios covering the grand campaign and the campaigns in Greece, Yugoslavia and Crete, etc. $75.00

GRD FIRE IN THE EAST ****/###
Covers the war in the Soviet Union from the start of the Barbarossa invasion in June 1941 through to the end of the Soviet winter counter offensive in March 1942. Six maps stretch fro Warsaw to Stalingrad. Terrain is analysed in detail with over 20 different types. 2,500 counters. The most accurate order of battle ever published for the Eastern Front. The rules include extensive armor and anti-tank effects, plus special capabilities for many other unit types, from assault engineers to paratroopers. German panzer spearheads can break through the front easily, but soon find themselves outrunning their supply lines. $150.00

THE URALS You must have Fire in the East and Scorched Earth to use this module. Adds the industrial base that was the muscle for the great armies and airforces of the Soviet Union. Includes maps, a new 1943 scenario by John Astell, heaps of other scenarios, etc. $50.00

GRD FOR WHOM THE BELL TOLLS **/###
The Spanish Civil War, fought from July 17, 1936 to April 1, 1939. The supine and hypocritical attitude of the western democracies towards the intervention by Nazi Germany & Fascist Italy on the side of the Insurgents encouraged the dictators in their belief that they could do anything they pleased. A 2nd game included in this boxed set is a hypothetical German invasion of Spain. With 1,680 counters, 1 1/2 maps, rules, charts. $130.00

GRD NARVIK **/###
Covers both the operational invasion of Norway and the Europa level invasion. Armed forces of Sweden and Denmark are included. Two maps covering Norway and Sweden. 1,400 counters of Germans, British, French, Poles, Swedes, & grand-Europa counters. *Dec'98.* $99.00

GRD POLAND - FIRST TO FIGHT **/###
On Sept 1, 1939 Germany unleashed a new weapon that permanently changed the face of warfare. Blitzkrieg swept over Poland and in 30 days the balance of power was reshuffled and Europe was at war. The two maps in this game depict Poland & its neighbours at a scale of 16 miles per hex. The counters represent the German, Polish & Soviet forces that fought in the campaign. 1,056 counters, 2 maps, rules, scenarios. $120.00

GRD SECOND FRONT *****/###
This game depicts the western Allied campaigns in Italy, France and Germany, from 1943 through to 1945. All the tactical forces of the western Allies and all the problems they face to defeat the German armies and win victory in Europe are in this game. Features a detailed ground operations system, new and improved air rules, an expanded naval system with task forces and carrier groups, detailed airborne and amphibious invasion systems, political and strategical rules covering everything from Allied cooperation to Italian surrender to the collapse of Germany. With 4,800 counters! 4 maps, charts, rules. $225.00
Updated Second Front Counter Sheets $25.00

GRD WAR IN THE DESERT *****/###
This game recreates the struggle for North Africa and the Near East, from O'Connor's offensive against the Italians in '40 to the Axis surrender in May '43. Contains all the forces from British cavalry to Tiger tanks, from Italian CD.42 biplanes to giant B-24 Liberators. Has the Europa forces and orders of battle for Turkey, Iran, Iraq, Transjordan and Egypt 1939-45, the forces garrisoning North Africa and the Near East for Great Britain, Italy and Vichy France; American forces available for operations in Europe, Africa, and the Near East, 1939-42. With 1,680 counters, 7 maps, rules, OB books, charts. $190.00

GRD WAR OF RESISTANCE **/###
War of Resistance, China, 1937-41 is a detailed, operational level game which chronicles the second Sino-Japanese War starting on July 7th, 1937. Viewed as the true beginning of World War II, this game covers the conflict through to the Japanese attack on Pearl Harbor. Although often forgotten, the Japanese war effort into China was immense and exhaustive, absorbing the majority of Japanese ground forces – forces which were needed elsewhere. With 1,960 counters, five maps, rules, OB charts, etc. Unit scale, divisions, regiments, battalions. $200.00

GRD EUROPA MAGAZINE # 49 The official Europa Magazine, issue # 49, focusing on the war at sea during WW2, covering the Soviet navy, Royal Navy Order of Battle 1939-40, Reducing Dice Rolls on Second Front, etc. $12.00

GRD EUROPA MAGAZINE # 50 The official Europa Magazine, issue # 50, focusing on the war in the air during WW2, including the Luftwaffe in the East, the French air forces, Rapid Fire Bombing, etc. $12.00

GRD EUROPA MAGAZINE # 52 The official Europa Magazine, issue # 52, focusing on Canada at war in WW2. $12.00

GRD EUROPA MAGAZINE # 53 The official Europa Magazine, issue # 53, including British airborne units, siege of Belgrade. $12.00

GRD EUROPA MAGAZINE # 54 The official Europa Magazine, issue # 54, containing a scorched earth Naval system. $12.00

GRD EUROPA MAGAZINE # 55 The Europa Magazine, issue # 55, focusing on the Italians in WW2, with a magnificent historical commentary. $12.00

GRD EUROPA MAGAZINE # 56 The official Europa Magazine, issue # 56, with a Second Front campaign, German Pocket Battleships, Italian human torpedoes, etc.. $12.00

GRD EUROPA MAGAZINE # 57 The official Europa Magazine, issue # 57, covering Bulgaria invading Yugoslavia in 1940, the Dodecanese Campaign, and many other articles. $12.00

GRD EUROPA MAGAZINE # 58 The official Europa Magazine, issue # 58, covering the War in Russia. and many other articles. $12.00

African Campaign

JED AFRICAN CAMPAIGN 2nd Edition */###
A fast, desperate game of the desert war from late 1940 to early 1942. The mechanics include airpower, fuel supplies, hidden minefields & fortresses. Components include 168 counters and an 11"x32" mapboard. Rommel's meagre forces of mobile panzers & hesitant Italians tackle an assortment of Commonwealth forces in a very fluid battle along the coast, with both sides quite happy to ignor stubborn concentrations of defensive lines. $25.00

COL MEDFRONT **/#
You must own West Front to use. This game simulates the tragic and chaotic civil war between Nationalist and Republican forces that engulfed Spain from 1936-1939, and the campaign game of the Desert War, from 1940 - 1943. With two full stunning color maps, 50 wooden counters with stickers giving fog-of-war, and compatible with West Front and East Front. $46.00

COL ROMMEL IN THE DESERT **/#
The third game in Columbia's superb East Front series, which uses one hundred 20mm square blocks for counters, which are rotated to record step losses, and also provide realistic fog of war. This is a very fast moving, challenging, tense and playable game of the combat in North Africa from 1940 to 1942. Uses a unique command structure that forces players to make realistic choices as generals, rather than trying to get that perfect 3:1 attack on units in front of your forces. Color mapboard is 12" x 36". 7 scenarios. $60.00

UGG Triumph & Fall of the Desert Fox **/###
By the German company UGG. This game is the smallest and easiest game of the *Empires of Apocalypse* series. Perfect for beginning wargamers, it includes a quick start card of 2 pages, allowing you to start playing the game without reading the rules. Unboxed, with 280 counters, 4 maps, player aid cards. *Due Nov.* $45.00

MOM TRIUMPHANT FOX ***/###
Panzerarmee Afrika, led by Erwin Rommel, is about the begin its drive towards the Gazala Line. Over a thousand tanks and 250,000 men would taste victory and flirt with disaster at the same time. When the sand settled four weeks later, Tobruk had fallen and the Afrika Corps would race for Alexandria. The centerpiece of this game system is its innovative *highly interactive* sequence of play. Includes 240 counters, 22x34" map, rules, historical commentary, campaign and several scenarios. $75.00

TGI TUNISIA Nov 1942-May 43 ***/###
A showdown between Rommel and the Allied forces in Tunisia. Wedged between on-coming Allied forces, the Axis forces must choose who to assault first. Rommel chose to strike the green and untried Americans - will you? The game is unique in that both air forces are evenly matched, so anything can happen. With 780 counters, series and game rules, charts, 6 scenarios, etc. $75.00

Western Front

COA ACHTUNG - SPITFIRE **/#
This game simulates tactical air to air and air to ground combat over Europe from 1940 - 43, the days in whic the Spitfire sent terror in the hearts of the German pilots who opposed them. Includes a clever mission generator that allows players to recreate famous missions and even campaigns. Uses the same system as Over the Reich, with 280 counters, 24 aircraft data cards one 34x22" map, rules, etc. $75.00

VIC AMBUSH! **/#####
Designed specifically for solitaire play. A system of mission cards and programmed paragraphs are used to determine enemy tactical decisions, with combat reactions resolved by sequenced action rounds. Unit scale is individual men & vehicles. The player selects, equips, and then leads a squad of American troops on 8 specific missions through German-occupied France. Contains 218 counters & two 16"x22" maps (10 yards per hex). $80.00

AH B-17 QUEEN OF THE SKIES */#####
A solitaire game where the player controls the 10-man crew of a B-17F flying fortress. The goal is to survive 25 missions. With 88 counters, an 11"x16" mapboard, reference charts. $50.00

AH BITTER WOODS **/###
The critical first eleven days of this historic struggle of the Battle of the Bulge, December 1944. Specific rules include mechanized exploitation movement, bridge demolition and construction, Kampfgruppe Peiper Breakout, Skorzeny Infiltration, random events, hidden fuel dumps, reserves, artillery support, etc. Has a 22 turn campaign or a 8 turn scenario. Unit scale is regiments and brigades. One 22" x 32" map, rules, 320 counters, 3 player aid cards. $70.00

SG BODYGUARD OVERLORD **/#
May 1944. Allied preparations for Operation Overlord are in full swing. Fresh US troops arrive daily in England, and the planned Bodyguard deception effort makes their numbers appear even greater. But the Germans sends spies to England to try to learn the place and time of the D-Day invasion. In this tense game of intelligence, deception and invasion, of ploy and counter-ploy, combat occurs only as the logical result of careful planning and in some cases, best guesses. All 300 counters are backprinted so that you don't know what actual unit they are. Also 22x34" map, 36 espionage cards, etc. $60.00

AH BREAKOUT NORMANDY **/###
A graphic portrayal of the first week of battle of D-Day, June 1944, in which Rommel's panzers struggled to throw the Allies back into the sea. A 16"x44" mounted mapboard with area movement, 36 page rulebook with heaps of diagrams, 394 counters & play aid cards. $70.00

GMT BRITAIN STANDS ALONE **/###
This game allows players to fight one of the most intriguing "what-ifs" of the Second World War. The game explores the hypothetical possibilities of Operation Sea Lion, assuming that the Luftwaffe had succeeded in winning air superiority and then gone on to inflict serious losses on the Royal Navy. With 480 counters, 2 maps, rules, cards, etc. $60.00

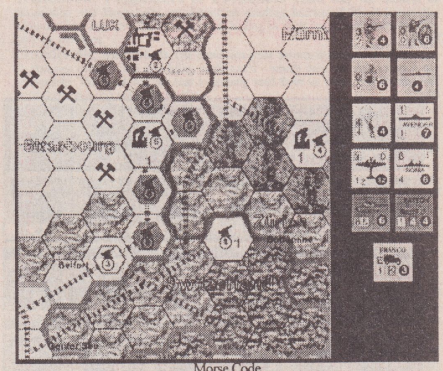
AH D-DAY 3rd Edition */###
On June 6th 1944 the American & Commonwealth forces launched a massive seaborne assault that punched through Hitler's much-lauded coastal defenses. Includes 110 counters (mostly Corps level), a 14"x22" mapboard (60 miles per hex). Rules cover weather, carpet bombing, mulberry harbours, airborne drops, etc. $40.00

JED FORTRESS EUROPA **/###
An entertaining game covering the West Front campaign, from the initial Allied landings to the bitter struggle for Germany. Both players have an opportunity to achieve victory. The Allies are able to conduct two invasions per game, however the Germans may thwart the landings with their hidden panzer reserves. Includes rules for airpower, paratroops, partisans, volkssturm, mulberries & naval bombardments. Contains 400 counters and a 22"x24" map. Unboxed. Very entertaining. $12.00

GMT INVASION: NORWAY **/##
This game simulates this fascinating campaign of Germany's invasion of Norway. Fully integrated land, air, and naval rules accurately portray the complex interplay of warfare in three dimensions (land, sea and air). 560 counters, one 22x34" game map, one 22x17" off-map Operational Display, player aid cards. Single ships, battalions, & squadrons. $70.00

AH LONDON'S BURNING **/###
August 1940: Defend London against German bombers and fighters in this solitaire or two player WW2 game. Try to intercept and shoot down the Luftwaffe raiders before they bomb your airfields and installations in southwest England. You command two RAF fighters in this tactical game. In the two player game, you and a wingmate co-operate against the Nazis, or the other player controls the Nazis. With 190 counters, 2 16"x22" stunning color mtd mapboards, rules, 8 scenarios. $70.00

UGG MORSE CODE ***/##
In the general feel of *A World in Flames*, this is a German produced game (written in fluent English, of course!) that features simple rules that allow a great amount of strategical and tactical options. This game recreates war on the Western front from 1940 – 45, including North Africa, Italy, France, England, Germany, etc. Features detailed land, air and naval warfare; rules for tank battles, blitzkrieg rules, convoy battles, realistic naval system, unique production rules allowing you to follow your own strategies, research your own weapon technologies, a scenario book, 1680 full color counters, heaps of player aid charts, etc. Thoroughly recommended. $140.00


Morse Code

COA OVER THE REICH ***/#
Simulates tactical air to air and air to ground combat over Europe from 1943-45. Designed by JD Webster, who brought us Air Superiority and Speed of Heat. This game brings the same flavor to WW2 air combat. With 240 great colorful counters and one 34"x22" double sided map. Each aircraft covered is covered by a complete page of information & statistics, adding depth & realism to the game. Rules are extensive and include scenarios. $55.00

AH PANZER LEADER **/###
A damn fine game of tactical combined-arms combat between swarms of Allied AFVs and the stoic German Kampfgruppes from 1944-45. Components include four geomorphic 8"x22" mapboards (250 metres per hex), 20 scenarios, and 384 counters (platoon scale). $65.00

AH RAID ON ST. NAZAIRE **/#####
At 1.28 AM, on March 28th 1942 - a small flotilla of torpedo boats & British commandos raided a German-occupied French port, with the intent of blocking the Tirpitz's Atlantic route. 260 counters, point-to-point system 16"x33" board. $65.00

3W SINK THE BISMARK **/#
In May 1941 the German battleship Bismark and heavy cruiser Prinz Eugen began operation Rheinbung: the destruction of Allied shipping in the Atlantic. This is an operational level game of this naval campaign, with engagements being fought tactically. 200 counters & map. Special - $22.50

3W SPITFIRE! **/##
Captures the drama of the war in the air in Europe in 1939-41, with scenarios drawn from the war over Poland, France, Britain, Malta and Greece. Over 50 historical scenarios (5 being solitaire) are provided, each featuring one or more fighter aces. There are 40 aircraft types. $50.00

APL THE INVASION OF ITALY **/##
Recreates the 1943 Fifth Army landing in the Gulf of Salerno and the battle to secure the beachhead from 9 - 19 September 1943. 700 counters, 22x34" map. $44.95

3W THE LAST BLITZKRIEG **/###
A 22 turn regimental recreation of the most famous battle of WW2. The game covers from the opening shots until December 26th. 300 counters, rules, charts, 34"x22" map, cards. $35.00

GMT THE RISE OF THE LUFTWAFFE **/##
Players take the role of the early European fighter aces, flying BF-109s with Molders and Galland, JU-87s with Rudel, Spitfires and Hurricanes with Douglas Bader or the US Eagle Squadron, etc. Includes campaigns for air warfare over Poland, France, the Battle of Britain, Crete, North Africa, and the opening stages of Barbarossa. With 132 color playing cards for aircraft and tactics, 48 counters, 8 campaign displays, & rules. Target cards include destroyers, dogfights, freighters, bridges, battleships, air fields, radar stations, factories, railyards, etc. $55.00

EIGHTH AIR FORCE An expansion for *Rise of the Luftwaffe*. A fast action card game that allows players to experience the tensions and thrill of aerial combat over Europe in WW2. With 6 air campaigns from 1942 - 44. With 132 color playing cards, 96 counters, 10 campaign maps displays, etc. $65.00

3W TO THE FAR SHORE ***/##
It is June 6, 1944. Allied aircraft fill the skies, allied navies sweep the sea lanes, and a huge armada filled with allied soldiers crosses the channel to invade France. 17 types of terrain, turns of 2 days, weather, fatigue, morale, command control, AT fire, mine sweeping, shore batteries, reaction movement. 500 counters, 2 maps. $50.00

COL WEST FRONT **/#
This is the second game in Columbia's East Front series, and can be played by itself or linked with East Front. The game begins in July 1943 with the Allies invasion of Sicily and Italy, and includes the invasion of Normandy until the fall of Germany in 1945. Includes 120 wooden blocks with stickers on their front, which are rotated to record losses, and also provide fog of war, as you only see your opponent's counter strengths when a battle occurs in a hex. Includes rules for a three-player game, where the Allies and Soviets compete with each other to take the most of Germany. 6 scenarios, stunning 22"x34" mapboard, etc. $90.00

EURO FRONT This is not an independent game. Ownership of East Front, West Front, and MedFront are required, and Volga Front will also be useful. This expansion adds 50 more wooden counters for Polish, French, Yugoslavian, Greek, Belgian, Dutch, and Danish units to the game, allowing the entire war in Europe 1939-45 to be played. Scenarios for *each* year of the war are included.. $40.00

Eastern Front

SG A BOLD STROKE - KIEV 1943 ***/###
The Soviets assault Kiev and surrounding terrain after smashing the Germans at Kursk, in 1943. But the Germans rush in heaps of reserves in an effort to stem the Soviet assault. Corps/division sized units are used as players have interactive turns, where you can use your reserves during the opponent's turn. Units range from massive Soviet Rifle corps to German Cavalry regiments. The initiative swings from one side to the other, as massive German reinforcements appear just as the Soviet Offensives begins to overextend itself. 280 counters. $60.00

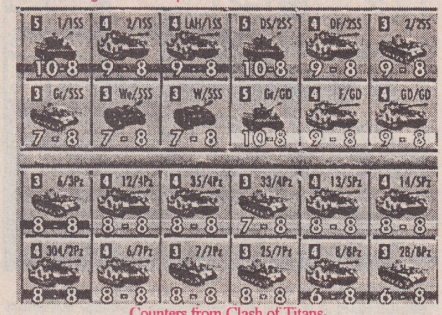
GMT BARBAROSSA Army Group South ***/###
Follows the progress of Germany's Army Group South as invades the Soviet Union in 1941. Kiev, the first major German objective in the south, did not fall on schedule. In fact, Soviet resistance was so fierce that it required diverting Guderian's Panzer Group away from the advance on Moscow. Kiev fell in one of the great encirclements of the Second World War, but the German advance on Moscow was delayed for several critical weeks. With 840 full color counters, three 22x34" and one 17x22" maps, eight scenarios, detailed air rules, incredibly detailed Order of Battle including artillery, armored trains, etc. $99.00

TGI BLACK WEDNESDAY ***/###
It is at the beginning of 1943, and the Soviets launch a huge assault against the Blue Division, comprised of Spanish volunteers. The newly anointed 63rd Guards Rifle

Division lead the attack supported by tanks of the 1st Red Banner Tank Brigade. Individual vehicles & infantry platoons, 1040 counters, 2 x 22x34" maps, charts and tables booklets, 8 major scenarios, 2 - 50 hours playing time. $75.00

COA BORODINO '41 **/#
The Germans thought the end of the war in Russia was in sight. The 10th Panzer Division and SS Reich Motorised Divisons reached the Borodino battlefield on October 13th, with only one Soviet rifle division blocking their path. Behind the division was the highway to Moscow. But somehow the Soviets managed to hold, counter-attack, and damage the Germans so severly that within five days they lost half their tanks. 280 counters, maps, rules, etc. Special - $30.00

MiH Clash of Titans – Tank Battles for Kursk */###
The Soviets built massive fortified lines in the Kursk sector and made many forces available as reserves. On 5th July the Germans attacked with 435,000 men and 2,700 tanks, met by 1,550,000 Soviets and 4,800 tanks. With 600 counters including full color photos of tanks, units from battalions to divisions and corps, 22x34" map, simple rules which include two kinds of combat, tanks verses tanks, and regular combat. Looks great. Sold in a ziplock. $69.00



Counters from Clash of Titans

COL EAST FRONT **/#
This is my favorite game of the Eastern Front. Produced by Columbia Games, this game uses 120 20mm square wooden blocks for counters. The counters are rotated to provide step-reduction as the unit takes losses, and the counters also provide fog of war. The blocks are also easy to stack and pickup, unlike normal counters. The mapboard is 22"x34" and looks stunning. Features a unique and simple HQ command system that represents supplies, flexibility, etc. Also includes weather and airpower rules that make sense. There are eight scenarios that can be linked together: Barbarossa (the whole war), Soviet Moscow counter-attack, Axis Drive on Stalingrad, Collapse at Stalingrad, Battle of Khursk, etc. The game also links directly with West Front. This is a great game, of the most challenging theatre of war in WW2. $90.00
East Front Rules 2nd Ed Just the 2nd Ed rules and charts. $10.00
VolgaFront This expansion allows players who own EastFront to simulate the *planned* Volga campaign of 1942 to defeat Russia. The VolgaFront full color mapboard joins to the eastern edge of the EastFront mapboard are extends play to the foothills of the Urals. This extension radically alters how the German player views the region east of Moscow and Stalingrad. With 11"x34" mapboard, scenario booklet, and the complete EastFront 2nd Ed rules book. $30.00

GMT LOST VICTORY KHARKOV 1943 **/##
It is winter 1943 and the German 6th Army is trapped in Stalingrad. But a worse disaster is brewing, the Red Army is descending on Kharkov and is driving for the main German supply bases on the Dniepr, with only a thin grey line to stop it. With 480 stunning counters, 22"x34" game map, rules book & playbook, dice, and player aid cards. 1-4 players. $30.00

AH PANZERBLITZ **/###
The game of PanzerBlitz enables you to re-create the drama and furious action of tactical-level armored warfare on the Russian Front. The playing pieces are platoon and company sized units. With 352 counters, 22" x 24" mapboard, comprehensive rules, situation cards, etc. $60.00

COA OPERATION SPARK! ***/###
Operation Spark was the Soviet offensive in January 1943 to relieve Leningrad of the German siege. Soviet infantry are regiments and battalions and the Germans in battalions, the armor in companies, and the artillery in brigades. Artillery is crucial. The rules have a flexible command system, interactive exchanges of fire, and everything from acrosans to Tiger tanks to the Fascist Spanish Blue Division. And a frozen lake, a frozen bog, all dominated by one lone hill. Which the German defenders are securely entrenched upon. 560 back printed counters, 34"x22" map, charts, tables, rules, dice. $60.00

JED RUSSIAN CAMPAIGN Series II */###
Very playable strategic game of the war in the East, from Hitler's invasion of Russia, to the fall of Berlin. Players command massive mechanised forces, without being buried by a barrage of rules - experience the crush-ing momentum of Blitzkrieg, the chilling ferocity of winter warfare, and the brutal cycle of offensives & counter-attacks that characterised this terrible conflict. Contains 252 counters, a 24"x22" mapboard & rules for the Axis Allies, air support, & partisans. An entertaining & hard-fought campaign that vividly illustrates the sprawling dimensions of this war, and what might have been had Moscow fallen. $25.00

3W SPIRES OF THE KREMLIN ***/###
Using Order of Battle data recently released from the Russian archives, this is the first published game to offer so much of the battle for Moscow during the Winter 1941-42, covering both the German effort to take the city and the Russian counter offensive. Units are battalions, brigades and divisions. 3 maps and over 1,000 counters. $60.00

MiH Triumphant Return – Kiev 1943 */###
An operational level game of the battle of Kiev that took place during November and December 1943. The Soviets have forced a bridgehead over the Dnepr River, with Soviet tank columns streaming towards German held cities. The Germans meanwhile brought in several Panzer divisions to try to stem the tide and take back lost ground. The German player commands the 4th Panzer Army, the Soviet player the 1st Ukrainian Front. With 240 counters including full color photos of tanks, simple rules, 17x22" map, units battalions to divisions and corps. Sold in a ziplock. $55.00

AH TURNING POINT: STALINGRAD **/###
Recreates the brutal fighting in & around the city of Stalingrad, from Sept. 4 1942 to Nov. 14. Turns are broken into variable day/night impulses which play fast & constantly change advantages to both sides. The unique combat system & semi-simultaneous movement covers the gamut of urban combat - overruns, sudden break-thrus, encirclements, tenacious defence & week-long stalemates. Features a lavish 16"x44" mapboard (area movement) & 394 counters (battalion level). $50.00

GMT TYPHOON Drive on Moscow 1941 ***/###
In 1941 the Germans launched a final offensive at Moscow, expecting to win the war instantly. Spearheading the attack was Army Group Centre, lead by Guderian, with 70 divisions. Facing them were 800,000 Soviets in 95 divisions. The Germans ripped gaping holes in the Soviet defense and came within sight of the Kremlin, but the Soviets did not disintergrate as expected. With 960 counters, three 22x34" maps, six scenarios. $80.00

COA WAR WITHOUT MERCY **/###
A game with beautiful map and counters, this recreates the war in the east from 1939 to 1944, including the invasion of Poland. Determine whether Leningrad, Moscow or Kiev, or all three, will be the primary objective for the Germans in 1941. Can you as the Russians stop the German attack and drive them back. With 840 stunning counters, two 34"x22" maps, two rulebooks, two scenarios and grand campaign, charts and tables. Two week turns, corps, divisions, brigades. $99.00

Pacific Theatre

AH MIDWAY 2nd Edition */#
This is a tense simulation where players maneuver their fleets and conduct air patrols on a personal searchboard. When one side makes contact with an enemy vessel(s) the combatants are transferred to a battleboard where plans and ships slug it out. Components include 226 counters, a 22"x14" battleboard plus two 14"x11" searchboards. Features easy to learn rules, and an illustrated historic battle manual. 45.00

AH VICTORY IN THE PACIFIC 2nd Edition */#
This very entertaining game starts with the Pearl Harbor raid in 1941, when the Japanese fleet was irrepressible, & ends in 1945 by which time Allied naval strength had burgeoned dramatically. Play revolves around the capture of ports and airbases. Includes 169 large counters lots o' markers, and a 22"x28" mapboard. $55.00

Post World War Two

AVA ACQUIRE Deluxe Edition */#
This is a game of empire building. Each player builds and strategically manipulates hotel chains. As each group grows, players invest in them, merging smaller ones into more dominant chains to collect bonues in a calculated race to acquire the greatest wealth. With 14x22" color mounted mapboard, 3 sheets of hotel counters, 7 sets of stock certificates, money, etc. $60.00

AVA AIR BARON */#
A fast paced business strategy game that lets you build the biggest and most profitable airline in North America. Players compete for control of the 58 busiest airport markets in the US and 16 major foreign markets. Should you try to dominate a hub? Spread out to other hubs? Deploy Jumbo jets to increase profits? Take control of a foreign market? Or declare Fare Wars and go all out for market share. Includes mtd mapboard, 36 plastic planes, play money, simple rules, two counter sheets. $75.00

GMT CRISIS SINAI 1973 **/###
In 1973 the Egyptians launched an all out attack across the Suez Canal against Israel. After their crushing victory of 1967, the Israelis had been totally confident that they would repel this attack with ease. However, they lost 300 tanks in three days. With 720 counters, 22x34" map, 5 scenarios, 2 campaigns, etc. $75.00

S&T185 First Arab-Israeli War 1947-49 **/##
A simulation of the Israel War of Independence from 1947-49. On 30th Nov 1947, the United Nations made a resolution to partition Palestine into separate Arab and Jewish states. The Arabs response was armed clashes throughout Palestine that soon expanded into a full war. 280 counters, color map. $27.00

RGG FOSSIL */#
A cute game for ages 10 and up and 2 to 6 players. With excellent quality components. The game includes 9 fossils, which each have 9 parts. Players collect these fossil parts and gain fame according to how many parts they can collect, with the greatest points going to whoever can complete the fossil. With 81 large fossil counters (parts), other counters, small wooden blocks, mounted mapboard. $65.00

FFT Golfmania */#
The game of crazy golf! (OK, it's not a wargame.) A zany, hilarious golf-game. Use a combination of cards and dice to try to win as many golf-holes as possible. Use terrain and hazard cards to interfere with your opponents game, make use of crazy equipment, and play the most looney cards to help your own drive and green rolls. Two decks of cards. $40.00

AH IDF - Israeli Defense Force **/##
Uses the MBT game system to recreate battles fought by the Israeli Defense Force during the 1967 and 1973 Arab-Israeli wars. Has 524 counters, 4 mtd mapboards, 32 data cards, & reference sheets. $90.00

AH Stock Market Guru **/#
Buy and sell stocks and bonds. Decide when it's time to buy, sell, or hold onto what you have. Determine whether it's best to buy stocks, bonds, or that mutual fund. Pay broker's commissions. Watch how business cycles and interest rates affect your investments. Find out if you prefer high risk, high-paying investments or, if you are more conservative, learn the consequences of your decisions. $60.00

S&T190 The Gauntlet Chongchon 1950 **/###
Strategy & Tactics magazine 190, including the game The Guantlet, a simulation of the battle in North Korea in late 1950 in which the Chinese stopped the United Nations offensive and retook the North Korean capital of Pyongyang. Units are regiments, brigades & divisions. 280 counters, large color map. $34.00

TGI YOM KIPPUR **/###
In 1967, the Israeli Defense Force scored a decisive victory against the combined forces of Egypt, Syria and Jordan. Six years later the forces of Egypt and Syria attacked Israel again. This time the Egyptians worked out a special plan to cross the canal and backed up the plan with better prepared, trained, and equipped troops - and armed with a new weapon, the Sagger Anti-Tank missile. With a 22x34" map, 280 color counters, series and game rules, 6 scenarios from 3 - 10 hours each, etc. $55.00

World War III

AH FLIGHT LEADER **/###
Air combat simulator for 2 to 8 players, covering historical & hypothetical engagements from 1950 Korea to 1990's Europe & Middle East. Includes stats for over 100 aircraft, national air force lists, and 24 scenarios, with a DYO section. Components feature 520 counters, and an outstanding 22"x32" mapboard (1km per hex). $50.00

AH M.B.T. **/##
Excellent tactical game of combined-arms combat in Europe. Features platoon, company & battalion organisational tables for Germany, Russia & the U.S. Components include 436 counters (infantry squads, heavy weapons teams, plus individual vehicles, aircraft, helicopters & towed guns), four 8"x22" mapboards, plus 28 double-sided weapon system cards, each detailing movement, firing & hit locations. $70.00

XENO SUSHI-JALAPENO WAR. **/#
The nations of South America form the SAU. Mexico resents Japanese fishing interests and excutes hundreds of Japanese fishermen. Japan, allied with the SAU, invades Mexico. To quote: "Per Favor, my general, but why are the Japanese invading us?" "You imbecile, can't you see they are carrying the latest Nintendo Super 1640s? They mean to pay us tribute!" One day later, the Japanese capture Mexico without firing a shot. Can a fragmented US and the Republic of Texas stop Japanese and SAU aggression? Do you have the fortitude to use the bomb? Will the UN intervene on behalf of the PCC's 20,000,000 members of the bar? With a 20"x30" full color playing map, 85 color plastic pieces hover tanks, plans, infantry, APCs; 102 counters, 18 cards, rules. $65.00

Cheapass Games

These little games, packaged in envelopes, are amongst the top selling games in the USA. The packaging sucks, but the games are brilliant, and the cheap packaging and cheap components means a cheap price! These games consistantly top the US games charts for sales and popularity.

CG Kill Doctor Lucky */#
Why do all the mystery games start just after all the fun is over? Welcome to the sprawling J.Robert Mansion, a sprawling country estate full of unusual weapons, good hiding places, and craven killers. Killers like you. The object of the game? To kill Doctor Lucky. Find a weapon, track the old man down, and take him out. The obstacles? For one thing, all of your friends would rather do it first. For another, Dr Lucky is aptly named. You would think that after being stabbed, hung, poisoned and poked in the eye, the old Doctor would just lie down and die. But he's got more lives than Rasputin, and an uncanny knack for dodging your best traps. Stick to it. Persevere. His luck will run out eventually. Before the night is over, someone is going to kill Dr Lucky. Wouldn't you rather it was you? Includes 4 decks of cards, card map of the mansion, 4 pages of rules. 2 - 8 players, games take 1 hour. You need one pawn or playing piece for each player, plus one master pawn for Dr Lucky. $12.00

CG Give Me the Brain! */#
Work sucks. Long hours, scratchy clothes, and only one Brain to pass around. The characters: Zombies. The place: Friedey's the fast food restaurant of the damned. You would think, with a job like this, that you could get along pretty well without a brain. Which is usually true. But today you must count the meat. Make change. Remember what lettuce is. And maybe even get the pickles to stop staring at you. Better get your hands on the Brain. For 3 - 8 players, 15 minutes games, you need a D6. $10.00

CG Lord of the Fries */#
Sequel to the above. This time you and your rotten zombie friends are struggling to convert handfuls of random food into tasy combo meals and sides. Whoever serves up the most grub will become the Lord of the Fries. Whatever that means. This is a completely separate game - you need no brain to play! 3 - 8 players, 45 minute games, you need a D6. $10.00

CG Spree! */#
Springtime. Midnight. The Mall is beckoning. Destination: LeGrand Mall, the oldest and most poorly secured shopping mall in the world. You and your juvenile friends have decided to loot this place, in an all-night race with shopping carts, flashlights and guns. Of course, your definition of "friends" is pretty loose. Which explains the guns. Contains 4 page rules, card map of the Mall. To play, you also need: two pawns for each player, 2 D6, and two Poker Decks with Jokers. 3 - 8 players, 1 hour. $6.00

CG Ben Hvrt */#
What do a foul-mouthed chariot driver, a well-aimed cat, and a basket of nails have in common. You'd gladly use any of them to win a chariot race. But then, that pretty much describes everything. You're a feisty Roman aristocrat who spends every Saturday night outfitting your chariot and then placing bets on the silly sod you get to drive the thing in the races. For 4 - 8 players, 2 hour games, and you need a playing piece and D6 for each player. $10.00

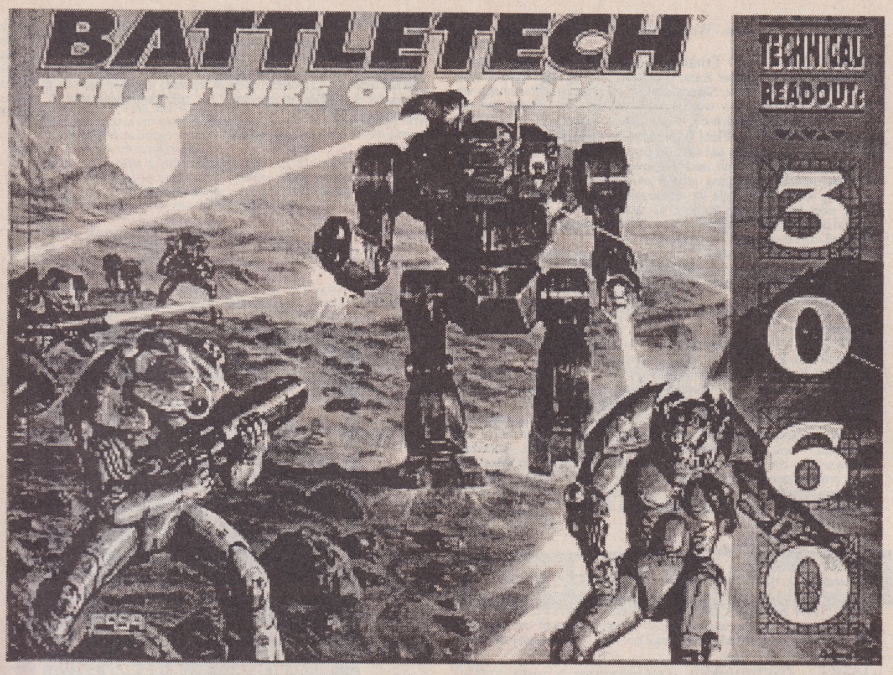
CG Bitin' Off Hedz */#
Prehistory. Hot, primordial, dull. You and your dinosaur buddies have been dominating the Earth for longer than you can remember. Then again, with brains the size of walnuts, you've also been *standing there* for longer than you can remember. Nevertheless, you're positive that it's been ten million years since anything interesting has happened. So it's time for a suicide race across Skull Island. The winner is the first to hurl himself into the big volcano; the losers are everyone who got their head bitten off along the way. Has card map of the island plus rules. You also need a pawn or plastic dinosaur for each player, and stones (or coins or candy). 3 - 10 players, 1 hour. $8.00

CG Before I Kill You, Mister Bond... */#
Imagine, just once, luring the master spy into your evil lair and putting a bullet in his head. Imagine avoiding the temptation to tell him your secret plans, taunt him with your devious perversions, and challenge him to a final game of chess. Imagine killing that spy before he gets the chance to escape, and blow up your lair on the way out. Yeah, right. This is a simple little card game of cat and mouse. And of shooting spies in the head. You can always choose to shoot a spy when he enters your lair, but get only a few points. If you taunt and retaunt a captured spy, your points keep doubling. But if he escapes, you get no points. 2 - 6 players, 15 minutes per game. 54 Cards and rules. $10.00

Science Fiction

BattleTech

FAS BATTLETECH 4th Ed **/###
By the 28th Century, mankind had spread civilization to hundreds of worlds, spanning hundreds of lightyears out from Earth. But then began the Succession Wars, horrible conflicts which destroyed technology and human life without precedent. By 3025 AD, war had reduced very much to attrition - great 10 meter tall war machines called BattleMechs ruled the battlefields, but once destroyed, were not easily replaced. Hence the Mechs on the field were mostly decades old, patched up time and time again, just to keep them in the field. The few factories not destroyed in the Wars turn out a pitifully small number of new mechs. Enter the world of BATTLETECH, where men & women piloting these great machines fight desperate battles over these few production facilities, neighboroughing space, and limited water reserves. The Mechs are true titans, unequalled by any prior technology, each bristling with enough weapons to destroy a modern day tank battalion, soaking up their punishment with sophisticated ferro-fibrous armor and titanium frames.
BattleTech has now been released as a 4th Ed. This contains no new rules, merely different contents. This boxed set contains an Introduction to BattleTech book, 32pages of full color containing QuickStart Rules and universe background, two color map sheets, a 48 pages rulebook, a 32 page record sheet book, 144 full color tiny insignia stickers to stick on your mechs legs or counters, dice, and 48 full color stand-up mech counters, being two each of 24 types. The advantage of this set over the 3rd Ed is simply that you do get 24 different mech types, and two counters of each, whereas the 3rd Ed only gives two each of 14 types of mechs. $47.50
BattleTech Master Rules Replaces the *Compendium*. Combines material from BattleTech 4th Ed, CityTech, and other sources, to offer the most comprehensive set of rules ever published for BattleTech. Contains all the rules for Mechs, vehicles, and infantry, and optional and advanced rules, mech construction, etc. Features stunning full color sections. Also has a new, complete set of table-top miniatures rules. Also mech designs, scenario building rules, and the Battle Value System for balancing forces. $37.00
BattleForce 2 Contains two complete games. *BattleForce* is a fast-paced, easty to play game that recreates large scale mech combat on a tactical level. This system retains the feel of BattleTech by providing simple stats for each individual mech and tank, yet play is streamlined to allow players to use entire battalions. *Planetary Assault* is a game of all out war on a strategic level. The game map represents an entire planet's surface and nearby space. Covers the arrival of forces in the planetary system on JumpShips to the DropShip landings and the subsequent Mech battles raging at the landing zones. With 320 counters, 4 maps, rules, map of Innersphere in 3059. $66.00
BattleLance Miniatures Rules This is not a FASA product. This is an update on the fast-play BattleTech miniatures rules that are contained in White Metal. These rules are 32 pages long, & you must have the BattleTech Compendium to use them. They allow players to use from 16 to 30 mechs each. There is no paper record keeping. All damage is recorded with D6s, as all units take six hits. Counters record overheating. The rules include army lists that list all the mechs & vehicles which are used by each of the Houses and Clans, Comstar, and Wolf's Dragoons. There are also comprehensive rules which cover all aspects of Clan Rules of Conduct, such as Zellbrigen and bidding. $4.00
BattleSpace. The new system of aerospace combat in the 31st century, thrusts you straight into the heart of this vast arena, where jumpships, dropships and warships fight to carry their deadly mech cargoes into battle.



Fully compatible with BattleTech. Includes rules, sourcebook with the history of naval warfare, statistics of ships currently in use in the Innersphere, two 22x34" maps, color counters, ship record sheets. $57.00

BattlePack: Fourth Succession War Even as Hanse Davion was marrying Melissa Steiner, thousands of BattleMechs stood poised to launch one of the largest military campaigns ever! This supplement requires only the BattleTech boxed set to play, and includes a book of background info and ten scenarios; a great new woodland map, 8 record sheets, and 20 full color stand-up counters of mechs! $25.50

BattleTech Map Set #2 8 22"x18" maps: scattered woods, city ruins, desert hills, mountain lake, river valley, lake with woods, plus the Citytech & Battletech maps. $28.50

BattleTech Maps Set#3 Contains eight 18"x22" mapsheets depicting two each of: desert mountains, desert sinkholes, rolling hills, and city (residentual) hills. $28.50

BattleTech Map Set #4 Contains eight more 18"x22" mapsheets, featuring two each of heavy forest, city streets, large lake, and a drainage basin. $28.50

BattleTech Map Set #5 Contains eight more 18"x22" mapsheets, featuring two each of a large mountain, deep canyon, open terrain, moonscape. $28.50

CityTech 2nd Edition This boxed set contains a rulebook that adds rules for fighting in cities, using infantry, and using armor. (These rules are also found in the BattleTEch Compendium: The Rules of Warfare). There are 16 plastic mechs which are conversions of the Ral Partha metal kits: being Victor, Centurion, Orion, Javelin, and Clan Uller, Black Hawk, Mad Cat, & Daishi. All are one piece castings. There are also 2 sheets of full color counters representing infantry, buildings, vehicles, fire, and smoke. $57.00

Comstar Sourcebook Examines the reclusive information power-broker of the Inner Sphere, and its military splinter sect - the Word of Blake. Includes new 'Mechs. $25.50

Day of Heroes A campaign pack giving scenarios to recreate the battles fought by Alex Carlyle in theye March Rebellion, as see in Blood of Heroes novel. This module also finishes off the novel BLood of Heroes, which ended without resolving the combat situation. $20.50

Explorer Corps Explore the uncharted reaches of space as a member of the Explorer Corps looking for the Clan homeworlds. Players encounter unimaginable dangers on strange worlds. Has info about space travel, rules for creating new worlds; and the history of the Explorer Corps. $25.50

Field Manual: Crusader Clans Describes the seven most aggressive Clans: Blood Spirit, Fire Mandrill, Hell's Horses, Ice Hellion, Jade Falcon, Star Ader and Wolf. This sourcebook decribes the tactics, uniforms, and battle histories of each Clan, plus special rules that reflect the unique capabilities of each Galaxy, new weapons, equipment, and mechs. $37.95

Field Manual: Draconis Combine Contains extensive info about all aspects of House Kurita's military. Every BattleMech Regiment of the DCMs is described in detail, including their history, officers, and tactics. Special rules reflecting the unique abilities of each regiment are included as an optional expansion to BattleTech games. Also features new weapons, equipment, and Battlemechs. $34.00

Field Manual: Free Worlds League An extensive survey of House Marik, the new industrial giant of the Inner Sphere. The manual contains a full military history of this turbulent realm, from the Succession Wars to the Andurien Civil War and beyond. Includes Marik's two new BattleArmor types, one being a stealth suit almost impossible to hit at medium to long ranges; also special rules that reflect the unique capabilities of each regiment. Color renderings of uniforms, unique mechs, etc. $34.00

Field Manual: Mercenaries No war too small, no fee too high. An indepth look at mercenaries in the 31st century, from the inner workings of a mercenary unit to detailed profiles of more than forty prominent mercenary bands. This how-to manual includes the histories, officers and favorite tactics of select mercenary units, special rules that reflect the unique capabilities of each mercenary command, & rules for your own merc units. $38.00

First Somerset Strikers A sourcebook detailing the BattleTech animated series of 13 episodes which has already been a smash hit in the US. Every character, Mech, & vehicle of the show is detailed in this book. $30.50

First Strike A unique BattleTech game supplement created especially for players new to the game. It features thirteen scenarios that require only the basic game to play. Features battles from the Clan invasion. Includes new armored vehicles and new OmniMech configurations. $20.50

Invading Clans The 3rd sourcebook on the Clans, this one detailing the rest of the Clans to invade the Innersphere. Included are Smoke Jaguars, Nova Cats, Diamond Sharks, & Ghost Bears. For each Clan there is history and background, explaining what made the Clan be what it is today; unit rosters, new Omni and 2nd Line Mechs. $30.50

Maximum Tech BattleTech Advanced Rulebook Take your games to the max with this expansion for BattleTech. New optional rules for players, more realism, more weapons. Detailed rules for salvage, repair and customizing mechs, rules for drones, minesweepers and bridgelayers, expanded artillery rules, veteran mechwarrior abilities, the Battle Value rating system for building balanced forces, an expanded terrain types table including jungles, magma, tundra, & sand, etc! $25.50

3025/3026 Record Sheets The second in the series of all new books that provides pre-generated BattleTech Record Sheets for the BattleMechs and vehicles described in the Technical Readouts 3025 and 3026, including known variants and alternate configerations, with the game info on all weapons & equipment appearing on each sheet. $30.50

3050 Record Sheets Provides more than 250 filled out record sheets for Battlemechs, tanks, hovercraft & VTOLs from the BattleTech Technical Readout 3050. Includes variants and alternate configerations, with the game info on all weapons & equipment appearing on each sheet. $33.95

3055/3058 Record Sheets More than 250 filled out record sheets for the battlemechs, tanks, hovercraft and VTOLs described in BattleTech Technical Readouts 3055 & 3058, including variants and alternate configerations. As an added feature, the game information for the relevant weapons & equipment is printed on each record sheet! $30.50

3060 Record Sheets Pre-generated record sheets for all the mechs, tanks, and other new units found in Tech Readout 3060. Also new mech variants. $36.00

Northwind Highlanders BattleTech scenario pack re-creating the entire history of this elite mercenary unit, from its earliest engagements in 2366 to its conflicts with Clan Smoke Jaguar. With force rosters, prominent characters, new mechs, etc. $20.50

Technical Readout 3025 Revised Printing Includes game statistics, technical backgound, and illustrations for 55 'Mechs, variants, and conventional vehicles, combat aircraft, etc. This revised priting also includes support vehicles, aerospace craft and rare Star League era mechs from Readout 2750, which is being dropped. $25.50

Technical Readout 3050 Revised The Clan OmniMechs, Omnifighters, Battlearmor, and all the standard Innersphere mechs now using the new technology. Also includes mechs and vehicles from the 2750 Tech Readout, as well as being re-formatted. 224 pages. $30.50

Technical Readout 3055 Illustrations (some in colour), descriptions & stats for Inner Sphere 'Mechs, Clan OmniMechs & Omnifighters, 2nd-line 'Mechs, and refits! $25.50

Technical Readout 3057 Dropships, Jumpships, Warships With Battlespace came a new age of space combat and technology. Both the Innersphere and Clans are rapidly building up their inventories in expectation of the renewel of war. All the latest dropship, warships, jumpships and aerospace fighters are covered here. Includes Battlespace rules clarifications & record sheets. $25.50

Technical Readout 3058 Tanks, mechs & more! Incredible discoveries of ancient, long buried Star League records have uncovered dozens of BattleMech and vehicle designs thought lost to antiquity. Re-tooled for the 31st century, these blueprintss have produced the latest and most effective weapons in the Inner Sphere's struggle against the Clans. Illustrations, descriptions and game stats of new Clan Mechs, and new Innersphere mechs and vehicles. $30.50

Technical Readout 3060 Armed with new Mechs and weapons, the Innersphere takes the fight to the Clans by striking at the Clan homeworlds. But the Clans alsohave new Mechs, new vehicles, and other surprises, including their new Ocelots! $38.00

The Battle of Coventry A scenario pack that describes the savage conflict between Clan Jade Falcon and defending forces of the Inner Sphere on the planet Coventry. A detailed description of the hard fought battle, along with seventeen scenarios and special campaign rules. $20.50

The Clans: Warriors of Kerensky This sourcebook is the ultimate guide to the Clans, providing for the first time a complete picture of their unique martial society, including a detailed history of the Clans and a stellar map of the Clans homeworld. *Due Dec'98.* $33.00

The Dragon Roars A BattleTech campaign that includes rules for *BattleForce 2*. The forces of the Draconis Combine and its allies clash with Clan Smoke Jaguar in a desperate struggle that will decide the fate of the Inner Sphere. Lists all the units involved in each attack wave, campaign rules, maps, etc. $20.50

The Fall of Terra Oh no! Those loonies from Comstar who set up in House Marik territory and called themselves Word of Blake, take advantage of everyone else's attention being on the Clan-Innersphere conflict, and launch a multi-front blitzkrieg offensive on the Earth - going head to head with the Com Guard garrison. This book reveals who wins this deadly battle. $20.50

The Periphery Beyond the Inner Sphere lies the vast region of space known as the Periphery. Pirates raid the spaceways as countless kingdoms struggle to maintain their independence. Alone, these kingdoms have little effect on Inner Sphere politics, but together, they are a crucial element in the balance of power. Covers armies, people, worlds, etc. $30.50

See MECHWARRIOR (in the Roleplaying section) for more BATTLETECH products & novels.

CGS **Babylon 5 Component Game System** ***/#

This is a game of galactic exploration, colonization, diplomatic and military conflict, and conquest - all in the Babylon 5 universe. This Limited Edition game is set in 2258 AD, just before the appearance of the Shadows and the Narn Centauri conflict. You lead one of the four main races, Earthforce, Minbari, Narn or Centauri. Babylon 5 is neutral territory. Can your ambassador living on Babylon 5 outwit the representatives of the other races? The Council resides on Babylon 5, voting on many issues which affect the galaxy. The size of your empire's economy and battlefleet dicatate your victory. Explore the galaxy on an evolving board that is different everytime you play. The board consists of 95mm geomorphic hexagonal tiles, each with 7 smaller hexagons. The player's homeworld tiles and Babylon 5 tile are placed down face up, but all other tiles are randomly placed face down, so you do not know what they are until a ship moves onto the tile to explore it. Some tiles have rich worlds ready to be colonised, others hazards such as black holes or nebulas. Use strategy to lead your fleets into combat with your opponents, the ships manoeuvring about on the small hexes printed on each tile. Minbari ships are the most manoeuvrable, Earthforce the least, but Starfuries and Omega Destroyers are powerful! Minbari Cruisers are the most powerful ships, of course. The basic game can be played as a simple explore, colonize, and conquer game. But the advanced game uses a deck of 60 non-collectable cards to resolve diplomacy on Babylon 5, as well as grant a whole plethora of advantages and disadvantages to the whole game. Counters have photos of the ships, colonies, etc that they represent, as do the cards have photos from the series. From 2 to 4 players can play.

⇒ **Babylon 5 CGS 2258 Ltd Ed Core Set** $65.00
The primary boxed game, set in 2258, as described above.

⇒ **Babylon 5 Dice** (6 Babylon 5 dice) $12.00

⇒ **Babylon 5 CGS Reinforcement Pack** $35.00
Want to make your games bigger? More star-systems to fight over? This pack has 21 more map pieces and 96 more tokens, including all-new map sections with new planets and hazards, raider carriers and fighters, and more bases for the Centauri, Narn, Minbari, Earthforce, Vree, Shadows, Brakiri, Vorlons, Drazi and Psi-Corps. $35.00

⇒ **2258 Earth Alliance Starter Kit** (in Core Set) $20.00

⇒ **2258 Narn Starter Kit** (in Core Set) $20.00

⇒ **2258 Minbari Starter Kit** (in Core Set) $20.00

⇒ **2258 Centauri Starter Kit** (in Core Set) $20.00

⇒ **2258 The Vorlons Starter Set Expansion** $27.00
Five new map pieces including the Vorlon homeworld, Vorlon bases, Vorlon Planet Killer Ship, Heavy Cruisers, transports and squadrons. Complete rules, & deck of cards.

⇒ **2258 The League of Worlds Starter Set** $27.00
Five new map pieces including homeworlds for the Drazi, Brakir, Vreetan. Also ships and bases for those three races. You play all three races as one "power".

⇒ **2259 The Shadows Starter Set Expansion** $27.00
Five new map pieces including Z'ha'dum, Shadow bases, Shadow Battlecruisers, scouts, fighters, Shadow cards, and complete rules booklet with new rules for using Shadows.

⇒ **2259 Psi Corps Starter Set Expansion** $27.00
Six map pieces, Psi-Corps Black Omega Squadrons, other Psi-Corps ships, bases, cards, & complete rules book. This set allows you to play Psi Corps as an empire.

SJG **CAR WARS DELUXE** **/#

A game of combat on the free-ways. Choose your vehicle - complete with weapons, armor, power plant, suspension, and body style. If you survive the road battles, your abilities will improve and you can accumulate money to buy bigger and better cars. Advanced rules let you design your own cars, cycles, three-wheelers, vans, trucks, 18-wheel trailer rigs, buses, boats, even helicopters! 144 page rulebook, the Car Wars Compendium, hundreds of full color counters, a giant 32" x 42" map of a town, plus two more maps. $50.00

GAM **BOMBERS OVER DA SULPHUR RIVER** */#

A new boxed wargame by Games Workshop, set in the Warhammer 40,000 universe. You can take the part of the Ork Fighta-Bommer pilots, screaming down to smash the vital bridges. Or you can command the heroic Imperial defense, pouring a devastating stream of flak and laser fire at your attackers and directing the counter-attack of your brave but outnumbered Thunderbolt Interceptors. The faster the Bommerz go, the harder for them to hit the bridges with their bombs - but also makes them harder to shoot down. Has 6 metal miniatures, 3 piece game board, 18 counters, 8 dice. $36.00

TAS **FEDERATION & EMPIRE (DELUXE)** ***/##

A comprehensive campaign set in the STAR FLEET BATTLES universe - the Coalition (Klingon, Lyran & Romulan) wage total war with the Alliance (Federation, Kzinti, Hydran & Gorn) for galactic supremacy. Mechanics include cloaked movement, fleet repair docks, convoys, battle intensity, capturing ships, carrier groups, PF flotillas, neutral races, scouts, maulers, supply, provincial & planetary income, deficit spending, shipyards, ship conversions, the Klingon B10, Orion Pirates, planetary defenses, and the Tholian Web. Components include an 80 page rule/scenario book, 1512 counters (individsual ships & squadrons), plus two 19"x23" maps (1,630 light years per hex). An impressive game that incorporates brutal tactical duels, sweeping fleet maneuvers, and economic strategy... $99.00

SJG **INWO SUB GENIUS** */#

This is a stand-alone game for 2 to 4 players. It is NOT a collectible card game. Every game has the same 100 cards. The rules are a slightly simplified version of *Illuminati, New World Order CCG*, All the cards in this game can, however be used with INWO CCG, and vice versa. The world is about to be destroyed, and you are the leader of a church faction, church of the Sub Genius. You complete against other factions for supremacy. $32.50

FFI **MAG BLAST** */#

A fast paced multi-player card game of interstelıer war, set in the Twilight Imperium universe. Set the galaxy on fire with cards like: Minefield, Boarding, Catastrophic Damage, Direct Hit, Asteroids, etc. Take control of mighty combat spaceships and blow your opponents to smithereens. 110 cards, simple rules, 2 to 6 players. Average game takes 15 minutes. $35.00

AH **MERCHANT OF VENUS** */###

A game of luck and skill. You start with a small spaceship racing to accumulate wealth by transporting, trading and investing. You make money by buying trade goods from one culture and selling them to other cultures. Then you use profits to buy bigger spaceships, better shields, and finally build ports, factories, etc. Advanced rules add weapons, piracy, a race of xenophobic megalomaniacs, and more. Mounted mapboard, 394 counters, 12 ship cards, heaps of cards, play money, short rules. $55.00

FLY **NUCLEAR WAR** */#

A humorous card game with a tongue-in-cheek view of international diplomacy, propaganda, and finally holocaust. Two to six players engage in touchy negotiations until a warmonger pushes the button. This hilarious card game is easy to learn and fast to play. But if everyone nukes everyone else, no-one will win! With 100 cards, markers, spinner, play mats. $50.00

Nuclear Escalation A complete comical card game (which can be used with *Nuclear War*) of nuclear confrontation involving nervous world powers and jittery diplomats. Everyone jockeys for domination (in self defense of course!) using propaganda, espionage, and meanwhile building space platforms (for peaceful purposes of course!) Diplomacy is inevitable to fail, and then the missles start flying! With 108 new cards, special bomb dice, player mats, etc. $50.00

Nuclear Proliferation A complete comical card game (which can be used with the previous two titles) where you choose which power you'll play. Use your country's special power, secrets, top secrets, and propaganda to eliminate your opponents' populations. War is sure to break out, with missiles, stealth bombers, subs, skud missiles, etc. With 108 new cards, nuclear misfunction dice, player mats, etc. $50.00

AH **PRINCESS RYAN'S STAR MARINES** */###

A combination card and board game based on the adventures of a rag-tag company of Star Marines and their attempt to rescue on the far flung home world of the Dark Empire. Up to five players can assume the role of the Star Marines. A sixth player or the game system can control the evil Black Guards. The Star Marines must make their way through an ever-changing battlefield that's loaded with traps and seemingly never ending hordes of Black Guard ground and air forces. Features two stunning mounted mapboards, each

16"x22", short 16 page rules, 32 site cards, 36 guard cards, 24 marien cards, 50 weapon cards, 60 dispatch cards. Artwork is great! $99.00

WIZ ROBO RALLY Revised Printing */#
A unique and highly amusing board game designed by Richard Garfield, the designer of *Magic the Gathering*. The game is set of a distant planet which is an automated factory world that manufacturers widgets. But the robots maintaining the factories are bored, and they accidently discover a way of occupying themselves. One robot suffers a malfunction and scurries through a grid manufacturing centre, where it was spun about by conveyer belts, fried by industrial lasers, until it was finally converted into a widget. Twelve seconds later, the robots held the first "robo-rally", where a number of robots with the intelligence of your average door knob, raced across the deadly, ever changing factory floor. Game play involves giving your robot a sequence of program cards to direct it to the finishing line, but other robots, random laser shots, changing conveyer belts, and bottomless heating shafts all make the race rather unpredictable! Includes 8 pewter robots, 6 mounted, interchangable mapboards, 84 program cards, 26 option carsd, rules & counters. $70.00

ARMED & DANGEROUS Contains six more stunning mounted mapboards, 26 option cards representing drones, missiles, self destruct, mines, teleporters, etc. A manual that describes the exact specifications of the new options and board elements, & extra counters to enhance game play. $60.00

CRASH & BURN Two all new gameboard squares, including flamers to fry your poor little robots with, oil slicks to send the robots in all directions (hopefully into a flamer), and portals to let your robot jump to other places on the maps. $24.00

GRAND PRIX Contains three new double sided mapboards, with hazards including multilevel ledges, portals, ramps, repulsor fields, etc. More mad factory racing mayhem! $39.00

RADIOACTIVE Contains three new single sided mapboards, with new hazards such as radiation, radioactive waste, one-way walls, yukky lethal (to robots) radiactive drains. $35.00

Silent Death The Next Millenium

Now in the Miniatures & Miniatures Rules Section:

BTRC SLAG */#
The space combat game you don't need to be a rocket scientist to play, or a defense budget to afford. Fast enough to play over lunch, with custom ship design and handicapping rules for different tech levels to provide endless variation and challenge. Includes many pre-designed ships of various tech levels and sizes, peel-off stickers for ships, and two space maps on the inside covers. $12.00

GAM SPACE HULK **/####
Perhaps the most popular Science Fiction boardgame of all time. Set in the depths of space, vast derelict space craft drift ever closer toward the Imperium. Clad in mighty Terminator armor, the Space Marines board these derelict hulks and come face to face with the greatest threat to the Imperium - hordes of ravenous Genestealers, sent by their Tyranid masters to subvert mankind. There is a book with 48 missions set out in color, and the Space Marine player must attempt to complete the wide variety of missions, with a time limit and limited initiative. The Genestealer has unlimited resources, and usually ends up swamping the Marines. Can you succeed? With 10 plastic Terminators that are honestly better than the metal ones, 20 Genestealers, simple 32 page rulebook, 48 page mission book, 54 interlocking board sections, countes, 24 doors, banners & transfers, 7 dice. $75.00

MB STAR WARS MONOPOLY Classic Trilogy Ed */#
The standard game of Monopoly except with everything having a Star Wars flavour. With stunning Star Wars artwork, it features Star Wars real-estate such as the Imperial Palace replacing Mayfair, docking taxes, you buy Tie Fighters or the Millennium Falcon instead of Stations, 9 pewter tokens of the Star Wars characters including Vader, Leia, Luke, R2D2, etc, and instead of houses and hotels, there are X-Wings and Millennium Falcons, or Tie Fighters and Star Destroyers. $90.00

Hasbro Star Wars Trivial Pursuit Collectors Edition
Thousands of trivial pursuit questions plus photos of the Star Wars galaxy. The numbered gameboard has Star Wars photos, an electronic R2D2 Randomizer determines how many spaces you move, there are 2,400 questions in categories characters, weapons & vehicles, history, droids & creatures & aliens, and Wild Card. 100 photo questions. $120.00

Star Fleet Battles

TAS Star Fleet Battles Captain's Ed Basic Set ****/####
This boxed set contains a 224 page rulebook (with an introductory section), a 24"x20" starmap, 216 aounters and a 48 page SSD book (vessel stats). SFB is a serious, sprawling multi-player starship slugfest of a campaign where seven galactic empires compete in the exploration & conquest of space. The rulebook covers movement, combat, direct-fire weapons, seeking weapons, drones, plasma torpedoes, ship's systems, power systems, shuttlecraft, mine warfare, terrain (asteroids, black holes, etc), raceial backgrounds, scenario play (with 18 scenarios, including 4 against space monsters!), campaign play & designer's notes. $60.00

CADET TRAINING HANDBOOK An introduction to Star Fleet Battles. The challenge of starship command. Out-think, out-shoot and out-maneuver your opponent in warp dogfights through the galaxy. This book contains 80 counters and two light card star maps. $16.00

CAPTAIN'S LOG #9 80 page book containing story, weapons, scenarios, map, tactics, & 4 new carrier SSDs. $17.00

CAPTAIN'S LOG #10 80 page SFB annual, features a short story, 5 scenarios, another look at special tactics, 4 new Hydran SSDs, lots of FEDERATON & EMPIRE stuff, etc. $17.00

CAPTAIN'S LOG # 12 A preview of the Early Years, new SSDs, scenarios, articles, fiction, play aids, & a report from the winner of the SFB tournament at Origins. $17.00

CAPTAINS LOG # 13 80 pages, fiction, scenarios, new SSDs. $17.00

CAPTAINS LOG # 15 80 pages with a story on Kzinti commandoes assaulting a Lyran command cruiser, a section on Hydran tactics, four new tournament ships, rules for Jindarians in Prime Directive, a timeline, lots of scenarios, & stuff for Federation and Empire. $17.00

CAPTAINS LOG # 16 A 112 page book containing fiction - a hostage rescue in Tholian space; tactices for using X-ships; four new maulers, Fed DDX, Klingon D5XD, Jindarian shipyard cruisers; scenarios, stuff for Fed & Emp, and 16 pages of Frax SSDs. $26.00

CAPTAIN'S MODULE H2: Megahex II 240 stunning full color 1" counters and five planets using 32mm hexes. $27.00

CAPTAIN'S MODULE J: Fighters With new rules (chaff packs, shuttle bay explosions, aegis fire control, Warp booster packs, ace pilots, dogfighting, multi-role shuttles, heavy fighters, fighter pods, rail-launched anti-drones, etc), 2 new drones, 47 SSDs (carriers, escorts, auxiliary carriers & fighters), 22 scenarios, 324 counter, & a new space monster! $35.00

CAPTAIN'S MODULE K: Fast Patrol Ships Contains new rules (leaders, suicide PFs, crew quality, engine burnout, etc), 29 PF Tenders, PF docking modules, 12 PFs (some new), the Fed' Heavy Drone Fighter, 9 scenarios, 324 counters, & a new space monster! $35.00

CAPTAIN'S MODULE P6: Galactic Smorgasbord With two new races from SFB history: The Paravian with their Raptor Light Cruiser with its fiery Quantum Wave Torpedoes, trying to kill Gorns or die trying; the subject race of the Vudar Enclave rebels against the Klingons and rampage with War Destroyers that use powerful technology to defeat their foe. Also new scenarios, new ships, new weapons, etc. $17.00

Master Annex File All of the juicy details of every ship and fighter, completely updated and re-organised for easier player access. Also a Master Ship Chart with over a thousand ships, listed by year in service, etc. $16.95

MODULE C3: New Worlds III The LDR, Seltorians, rules, scenarios, & new counters. $29.95

MODULE C4: Fleet Training Centre Fleet HQs of each race in SFB have created Simulator Races to test their new captains. Nine of those races are given here: Frax, Sharkhunters, Qaris, Triaxians, Barbarians, etc. With new ship types, new weapons, etc. Includes 216 counters and two books, a 96 page SSD book and a 96 page book of rules. $42.50

MODULE M: Star Fleet Marines The toughest hombres in space storm through the airlocks and blast the enemy. Whether on a base, starship, or planet, the Marines will teach the enemy a lesson they won't forget. Includes rules for conducting ground combat, rules for boarding parties, including boarding diagrams for all the major warships types of the main races; rules for transporter artillery, 62 new SSDs with commando ships, ground assault ships, troop transports, & 16 new scenarios that portray every aspect of marine action, & 216 counters. $37.50

MODULE R5 Battleships Covers battle carriers, battle control ships, space control tugs, heavy command cruisers, new heavy cruisers, and a lot of ass-kickin' Battleships, like the Klingon B11. With 15 scenarios, SSDs, 108 counters & a mini-poster! $27.00

MODULE S1: Scenario Book #1 51 scenarios & a 19"x23" asteroid-belt map. $19.00

MODULE S2: Scenario book # 2 with 50 new scenarios, for both F&E and SFB, & a full color map of an asteroid field. $19.95

MODULE T: TOURNAMENTS 1996 Tournament rules, 16 balanced tournament ships, tournament ideas for DF&E, Prime Directive, Star Fleet Missions, etc. This version includes new rules and SSDs. $22.50

SFB CAMPAIGN DESIGNER'S HANDBOOK Campaigns are the ultimate expression of Star Fleet Battles. Only in a campaign setting does everything - cost, fleets, technology, availability, movement, economics, deployments - come together into a complete picture of war in space. This book provides options allowing you to create a campaign that suits your own tastes and interests. $25.50

STAR FLEET BATTLES MINIATURES

TAS5301	Federation CA	$11.95
TAS5302	Klingon D7	$11.95
TAS5303	Romulan Warbird (2)	$11.95
TAS5401	Starter Set	$30.00

(Federation CA, Klingon D7, Warbird, 2 x Tholian PC)

THE NEW STAR FLEET BATTLES MINIATURES
A new range of smaller scale ships that are an average of one inch long, allowing them to fit perfectly on the large hex map. The bases also fix exactly upon the normal SFB maps.

TAS5101	Federation CA (3)	$14.50
TAS5102	Klingon D7 (3)	$14.50
TAS5103	Romulan Skyhawk (3) *August*	$12.50
TAS5105	ISC DN (2)	$14.50
TAS5106	ISC DD (4) *August*	$12.50
TAS5110	Hydran CL (3) *August*	$12.50
TAS5112	Orion Raider (4) *August*	$12.50
TAS5114	Orion Salvage Cruiser (3)	$12.50
TAS5116	Romulan Warbird (3)	$12.50
TAS5118	Andromedan Conquistador (4) *August*	$12.50
TAS5119	Hydran Lancer (3)	$12.50
TAS5122	Andromedan Intruder (3)	$12.50
TAS5124	Romulan Sparrowhawk (2) *August*	$14.50
TAS5125	Tholian NCA (3) *August*	$14.50
TAS5128	Tholian PC (4)	$12.50

AH Starship Troopers */###
This excellent game is a faithful representation of the hit movie. You'll lead a squad of Starship Troopers against giant, fierce bugs on a barren and forbidding planet. The game board has randomly placed features so no two games are alike. Can you hold off the limitless hordes of flying, crawling and digging bugs while attempting to locate and nuke their lairs? The final objective - kill the brain-bug! With full color stand-up counters with photos of the troopers and bugs, and a stunning mounted mapboard. Rules are nice and simple, and games take around one hour. $60.00

FFG Twilight Imperium */#
As soon as I learnt of this game I immediately hunted down the manufacturer and ordered a whole heap of 'em! This is a visually stunning and very playable *board*game of galactic colonization, conquest, and expansion, for 2 to 6 players. The gameboard is different every game, as it has 49 beautiful, 76mm-wide thick-card, geo-morphic hexes, that are arranged differently each game. These tiles include planets, twin-world systems, asteroid fields, supernovas, wormholes, & empty space. Players control one of six unique alien races and one homeworld, whereupon they spend production to build spaceships, planetary defenses and units, spacedocks, and develop technology. 76 action cards and 20 political cards add plenty of random events to the game, but often the player who best backstabs the others will win! The rules are a refreshingly short 16 pages, so concentrate on fast paced, action filled games. Ship types are fighters and carriers, cruisers, and dreadnoughts. Thoroughly recommended. $85.00

Borderlands Adds two new races to *Twilight Imperium*. The 8 page rulebook also adds several advanced rules options such as assassins, advanced construction, mines, & declarations of war and peace, etc. Includes 238 counters for the two new races and advanced rules, and 32 new action and political cards. $34.00

Distant Suns Gives neutral planets pre-existing wealth, dangers, ground forces; a two table game for eight players connected by worm-hole; official tournament rules; optional rules including advanced trade; 32 additional cards, and sheet of counters with more dreadnoughts and ground forces! $45.00

Twilight Armada More than 300 plastic miniatures of dreadnoughts, cruisers, carriers, fighters, PDS, ground forces, starbases, etc, in six colors, and also red and white counters, to represent ones and fives. $63.00

Fantasy

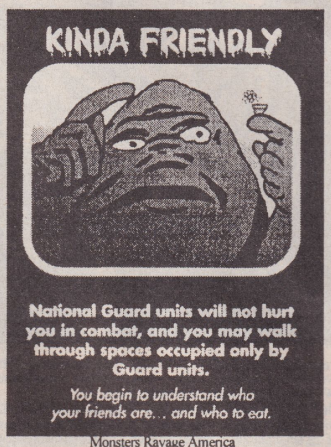
FFG BattleMist */#
This is a fantasy version of *Twilight Imperium*. In the ever-changing domain of Mennara, trouble stirs. Control one of six powerful races, which are Dwarves, Elves, Knights, Orcs, Barbarians, Undead, and lead your realm into vast forests, plains and mountains in search of the key to ultimate power, the Stars of Timorran. Expand your realm, grow impressive cities, building mighty armies, wield terrible magic, and send heroes on quests. Featuring the hexplay adaptable gameboard, so every game is different. For 2 to 6 players. With 25 plastic markers, 2 colorful counter sheets, 45 quest cards, 84 action cards, hex map. $100.00

STE KNIGHTMARE CHESS # 1 */#
An extremely popular excessory for the game of chess. This box contains 80 dark and beautiful cards, featuring art by Rogerio Vilela, and simple rules. You must have a chess set to play. You play chess as normal, but every turn a player takes a card as well as moving a piece. The card may tell you to rotate the board 90 degress, for example, and suddenly all your pieces have to move in a different direction! You can also play card's on your opponent's moves - making things really chaotic! $30.00

STE KNIGHTMARE CHESS # 2 */#
Here are 80 more cards to wake up your chess game - 78 brand new cards illustrated by Rogerio Vilela, and two blanks for you to make your own cards. You don't need KC#1 to use this one. Complete rules are included to use these new cards. $30.00

AH MAGIC REALM 2nd Edition ****/####
Heroic pulp fantasy for 1 to 16 players - each of whom controls a major character whose base ambitions involve being filthy rich and powerful. Rather complex game mechanics include special character abilities, a comprehensive combat system, solitaire play, commerce, character purchases & caching, healing, etc. Components feature 20 colour land tiles (used to create variable terrain settings), 121 cards (spells & treasure) and 476 counters (a host of monsters & various equipments). An epic campaign game of perilous adventure. $60.00

AH Monsters Ravage America */#
Things look hopeless! America is in turmoil. Cities are being crushed. Historic landmarks are getting pulverized. The armed forces are fighting back as 8 giant monsters ravage America. For 1 to 4 players, each of which controls one giant monster and one branch of the armed forces. As a monster, you want to destroy cities in America. The more cities you crush, the mightier you become. As a military commander, you want to protect cities from other player's monsters, or better yet, capture a monster and send it to Hollywood where it will star in B movies until it breaks free. After 20 cities have been destroyed, the monsters challenge each other for the monster bash, to see which is the King of the Monsters. 2 mounted 16"x22" boards, 23 plastic playing pieces, counters, 44 cards, etc. $90.00


KINDA FRIENDLY
National Guard units will not hurt you in combat, and you may walk through spaces occupied only by Guard units.
You begin to understand who your friends are... and who to eat.
Monsters Ravage America

AH TITAN **/#
A ripsnorting fantasy slugfest for 2 to 6 players, each of whom becomes a Titan vying for domination. These Titans move about the abstract 16"x22" Masterboard trying to muster the largest legion of fantastic beasties. When opposing legions clash on the Masterboard play is transfered to one of eleven 8"x11" Battleland maps. With 621 large, attractive counters. $65.00

GAM TALISMAN 3rd Edition */#
The all new and completely revised Talisman, now presented in one of Games Workshop's "big" boxes. It is a game played in a mythical world of dragons and sorcery. As a wizard, warrior, elf, dwarf, or one of seven other characters with special powers, each player must set off on a quest to find the Magic Talisman. The journey will be filled with danger - monsters, traps, and evil beings are awaiting to defeat your character. With skill and luck you will survive to find the Crown of Command the greatest treasure of them all. This game contains a mounted gameboard, 11 miniatures, 11 character cards, 129 adventure cards, 30 spell cards, 40 purchase cards, tower, talisman, toad cards, over 100 counters, 32 coins, etc. A good fun romp. $90.00

ICE THE HOBBIT */#
A superb family game based upon Tolkien's novel *The Hobbit*. The game is simple, just four pages, but flows and plays very well, successfully capturing the character of the novel. Each player, (2-4) is a hobbit, off adventuring around Middle Earth while searching for experience and talismans to enable him to defeat Smaug. The game features a stunning mounted mapboard of Middle Earth with point to point movement system, eight decks of cards; there are all manner of gold, special cards, talismans, etc, to collect in your journeys. Once you have accrued enough experience and artifacts etc, you race to the mountain to take on the dragon. Includes 4 plastic hobbits, coins & life points, special dice. $60.00

AH TITAN: The Arena */#
Like the bloodthirsty spectators of an ancient Roman coliseum, players wager on the outcome of each bloody battle. The game transports them to a fantastic world of Dragons, Cyclops, 6-headed Hydras and other evil creatures where quick and deadly battles for survival ensue. Each of the 2-5 players uses strategy and cunning, together with some good luck, to protect their wagers and to keep their monsters alive until the end of the game. With 110 cards of 8 major creatures, 88 creature strength cards, 11 minor creatures, 25 wagering chips, etc. Each creature has its own characteristics. $40.00

GAM WARHAMMER QUEST */#
This large boxed game is so heavy I can only just pick it up with one hand! This game effectively replaces the Warhammer Fantasy RPG. This is the game of battle, magic and adventure in the danger ridden caverns of the Warhammer world. You take the part of heroic warrirors as they explore the caves and tunnels, vanquishing terrifying monsters and avoiding deadly traps intheir quest for treasure and glory. Includes rules, adventure book, 192 roleplay book, over 100 cards for dungeon, treasure, event, spell decks, etc, tons of counters, card floorplans including 10 plastic door ways, and the best - over 90 plastic Citadel miniatures, including: 6 orc warriors, 6 orc archers, 12 giant rats, 12 giant spiders, 6 night goblin archers, 6 night goblin spearmen, 12 giant bats, 12 snotlings, 3 minotaurs, 12 skaven, barbarian, wizard, elf, and dwarf. $119.00

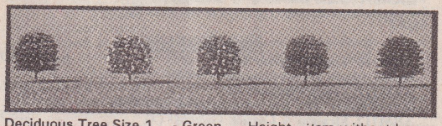
Lair of the Orc Lord Dare to enter the domain of the Black Fang Orcs of Mount Gunbad, rule by the Warboss Gorgut. With eight metal miniatures including Gorgut, two rooms and passageway, rules, cards, etc. $57.00

WARHAMMER QUEST MINIATURES

CITO0017	CHAOS WARRIOR	$22.00
CITO0081	PIT FIGHTER CHARACTER PACK	$22.00
CITO0098	IMPERIAL NOBLE	$22.00
CITO0104	WARRIOR PRIEST	$22.00
CITO0111	ELF RANGER	$22.00
CITO0128	DWARF TROLLSLAYER CHARACTER	$22.00
CITO0135	WARDANCER	$22.00
CITO0159	WITCH HUNTER	$22.00
CITO0203	TREASURE CARDS DECK 1	$15.50
CITO0210	TREASURE CARDS DECK 2	$15.50
CITO0227	TREASURE CARDS DECK 3	$15.50
CITO0265	EVENT CARDS	$15.50

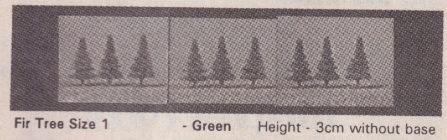
AH WIZARDS QUEST */#
One of the most popular fantasy board games ever designed. For two to six players, the mapboard portrays the island of Marnon, which has been divided into 36 territories and eight castles. Orcs are placed in one third of these places, and players in turn place their men in the remaining unoccupied spaces. An opposing player then places your treasure (the goal of your Wizard's Quest) in the most inaccessible spots he can find. The orcs receive random reinforcements, a powerful dragon flies around randomly, and your wizard occasionally comes to help. The first player to collect all three of his treasures wins the game. With superb full color mapboard, one sheet of counters, 35 Petition Cards, one instruction folder, two dice. $50.00

K&M MODEL TREES



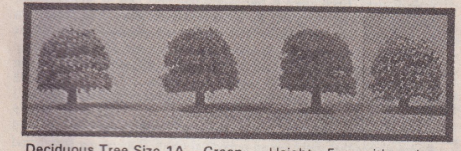
Deciduous Tree Size 1 - **Green** Height - 3cm without base
- **Autumn** Height - 3cm without base

$1.10 each unbased or **$99.00 for a box of 100**
(There are no suitable bases. Trees are suitable for 1/300th: Epic Warhammer 40,000, BattleTech, Micro, etc.)



Fir Tree Size 1 - **Green** Height - 3cm without base

$1.10 each unbased or **$99.00 for a box of 100**
(There are no suitable bases. Trees are suitable for 1/300th: Epic Warhammer 40,000, BattleTech, Micro, etc.)



Deciduous Tree Size 1A - **Green** Height - 5cm without base
- **Green** Height - 6cm with base
- **Autumn** Height - 5cm without base
- **Autumn** Height - 6cm with base

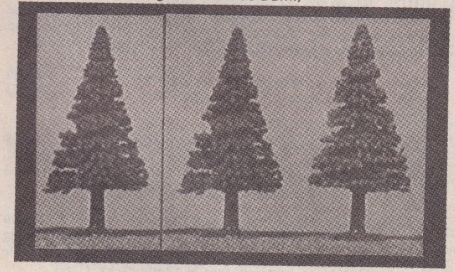
$1.95 each unbased or **$43.00 for a box of 25**
$2.65 each based or **$59.00 for a box of 25**
(Trees are suitable for 15mm or 1/300th: DBM, Napoleonics, Epic Warhammer 40,000, BattleTech, Micro, etc.)

Fir Tree Size 1A - **Green** Height - 5.5cm without base
- **Green** Height - 6.5cm with base

$1.95 each unbased or **$43.00 for a box of 25**
$2.65 each based or **$59.00 for a box of 25**
(Trees are suitable for 15mm or 1/300th: DBM, Napoleonics, Epic Warhammer 40,000, BattleTech, Micro, etc.)

Deciduous Tree Size T70 - **Green** Height - 7cm without base
- **Green** Height - 9cm with base
- **Autumn** Height - 7cm without base
- **Autumn** Height - 9cm with base

$3.25 each unbased or **$73.00 for a box of 25**
$3.95 each based or **$88.50 for a box of 25**
(Suitable for all 25mm figures, eg Warhammer Fantasy and 40K, and all 15mm games such as DBM.)



Fir Tree Size 2A - **Green** Height - 10cm without base
- **Green** Height - 12cm with base

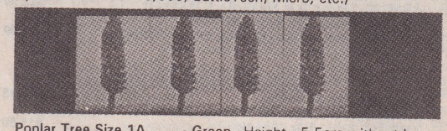
$3.75 each unbased or **$67.50 for a box of 20**
$4.45 each based or **$80.00 for a box of 20**
(Suitable for all 25mm figures, eg Warhammer Fantasy and 40K, and all 15mm games such as DBM.)

Deciduous Tree Size 3 - **Green** Height - 13cm without base
- **Green** Height - 15cm with base
- **Autumn** Height - 13cm without base
- **Autumn** Height - 15cm with base

$4.95 each unbased or **$89.00 for a box of 20**
$5.65 each based or **$101.00 for a box of 20**
(Suitable for all 25mm figures, eg Warhammer Fantasy and 40K, Warzone, and 1/72nd or 1/76th scale, eg Panzerfaust.)

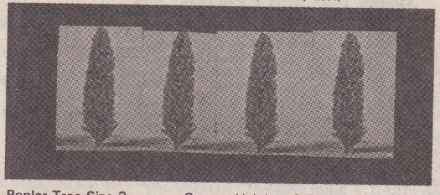
Poplar Tree Size 1 - **Green** Height - 3.5cm without base

$1.10 each unbased or **$99.00 for a box of 100**
(There are no suitable bases. Trees are suitable for 1/300th: Epic Warhammer 40,000, BattleTech, Micro, etc.)



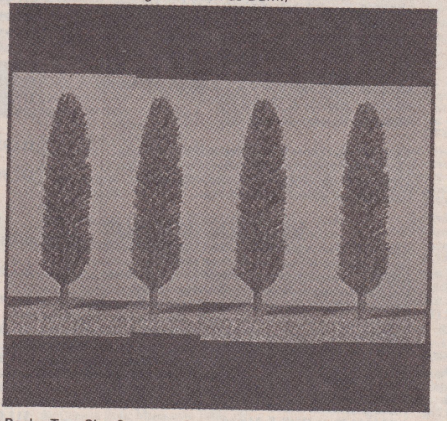
Poplar Tree Size 1A - **Green** Height - 5.5cm without base
- **Green** Height - 6.5cm with base

$1.95 each unbased or **$43.00 for a box of 25**
$2.65 each based or **$59.00 for a box of 25**
(Trees are suitable for 15mm or 1/300th: DBM, Napoleonics, Epic Warhammer 40,000, BattleTech, Micro, etc.)



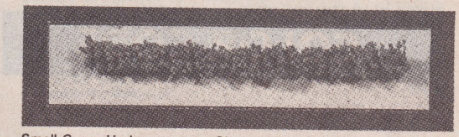
Poplar Tree Size 2 - **Green** Height - 6.5cm without base
- **Green** Height - 7.5cm with base

$2.50 each unbased or **$56.00 for a box of 25**
$3.20 each based or **$72.00 for a box of 25**
(Suitable for all 25mm figures, eg Warhammer Fantasy and 40K, and all 15mm games such as DBM.)



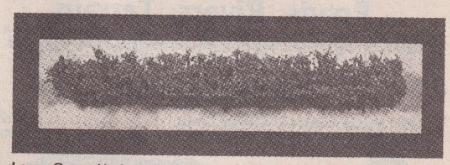
Poplar Tree Size 3 - **Green** Height- 12.5cm without base
- **Green** Height- 14.5cm with base

$4.95 each unbased or **$89.00 for a box of 20**
$5.65 each based or **$101.00 for a box of 20**
(Suitable for all 25mm figures, eg Warhammer Fantasy and 40K, Warzone, and 1/72nd or 1/76th scale, eg Panzerfaust.)



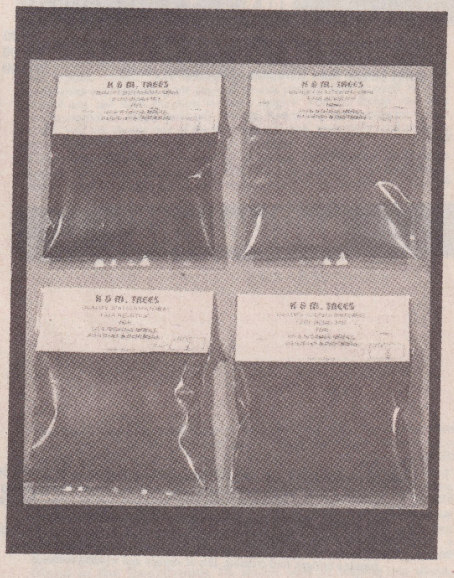
Small Green Hedge Size - 15.5cm long by 1.6cm high

$2.95 each or **$53.00 for a box of 20**
(Suitable for 15mm ancients, Napoleonic, fantasy etc, or as a small hedge for Warhammer Fantasy or 40K, WW2.)



Large Green Hedge Size - 18cm long by 2cm high

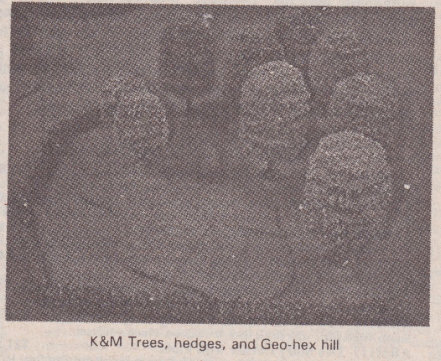
$4.75 each or **$85.50 for a box of 20**
(Suitable for all 25mm figure scales, eg, Warhammer Fantasy or 40K, World War Two, US Civil War, etc.)



K & M FLOCK

An excellent range of fine flock to put on the bases of your miniatures.

K&MSCATTER1	Grass Green Flock	$4.50
K&MSCATTER2	Grass Medium Green Flock	$4.50
K&MSCATTER3	Light Olive Green Flock (This color is the closest to Citadel Flock)	$4.50
K&MSCATTER4	Dark Olive Green Flock	$4.50
K&MSCATTER7	Dark Green Flock	$4.50
K&MSCATTER9	Dark Brown Flock	$4.50
K&MSCATTER10	Mushroom Brown Flock	$4.50
K&MSCATTER14	Golden Sand Flock	$4.50



K&M Trees, hedges, and Geo-hex hill

Scenery for Miniatures

COLOR CODE

■ New Item Now Available and in Stock

■ New Item Not Yet Released

Adventurous Spirit
Roads, Rivers, Terrain

High quality roads and rivers etc made of rubber urathane. Most items are cast in a light brown (or grey if cobblestones), so just need dry brushing with acrylic paints. I f you lightly buff with very fine sandpaper, the surface will be easier to paint.

DBM 15mm Terrain Features

DBM Enclosed Fields (2 different fields) $15.00
DBM Rough Going (3 different patches rough going) *below* $20.00

DBM Swamp (170mm x 100mm, peanut shaped).....$9.00
DBM Lake (250mm x 150mm, peanut shaped).....$18.00
DBM Terrain Set 1 (one each of above four packs) $62.00

6mm Scale Road Sets
6mm Straight Dirt Road Set, 180cm long, 3cm wide $20.00
6mm Curved Dirt Road Set, (7 curved pieces, 3cm wide).....$20.00
6mm Junction Dirt Road Set (2 x Xroad, 4 T, 2 Y, 3cm wide)...$20.00
6mm Sealed Surface Straight Road Set, 180cm x 3cm.....$20.00
6mm Sealed Surface Curved Road Set, 12 curved pieces.....$20.00
6mm Sealed Surface Junction Road Set, 2 X, 4 T, 2 Y $20.00

15mm Scale Road Sets
15mm Straight Dirt Road Set, 120cm long, 5cm wide $40.00
15mm Curved Dirt Road Set, 85cm long, 5cm Wide $40.00
15mm Junction Dirt Road Set, X-Rd,2xT-Inter,Y-Junction $40.00
15mm Big Dirt Road Set (Any 3 of the above sets) $110.00
15mm Dirt Roads Starter Set: 2 Straight, 1 Curved, 1 Junction$140.00
15mm Straight Cobblestone Road Set, 120cm x 5cm.....$40.00
15mm Cobblestone Road Junctions (2 T, 2 Xroads, 5cm wide) .$40.00

25mm Scale Road Sets
25mm Straight Dirt Road Set, 180cm long, 7cm wide.....$50.00
25mm Curved Dirt Road Set (6 curved pieces, 7cm wide).....$25.00
25mm Junction Dirt Road Set (2 x T, 1 x X, 1 x T, 2 x turn).....$50.00

River Sets
DBM River Straight Pack (4cm wide by 120cm long).....$40.00
Cast in brown. Has six mostly straightish pieces, including a natural ford crossing.
DBM River Winding Pack (4cm wide by 80cm long).....$40.00
Cast in brown. Has eight pieces. all winding. Supplement to above pack.
DBM River/Stream System (4cm wide by 300cm long).....$110.00
Cast in brown. Has eighteen pieces. includings road crossing. bridge crossing (needs a bridge). ford crossing. lots of straight and winding sections.
DBM River/Stream System with Resin Bridge (as above + br) $126.00
25mm Scale River Set, 200cm x 10-14cm wide (10 pieces).....$100.00

Shell Craters
Any Scale Crater Set (20 assorted craters, 12mm-30mm wide)....$6.00
Big Crater Set (10 assorted craters, 30mm-80mm wide).....$15.00

DBM 15mm Temporary Defense

AS71 15mm Resin Palisade with gate (8cm long).....$5.95
AS72 15mm Resin Palisade (8cm long).....$5.95
AS73 2 x 15mm Resin Palisades (4cm long) $7.95
AS74 2 x 15mm Resin Palisade Corners.....$3.95

Armorcast's Terraform

Armorcast are the company who brought us those magnificent resin ktis of Warhammer 40,000 titans and vehicles. We are not allowed to import those vehicles to Australia any more, but Armorcast have just released a magnificent rage of resin battlefield scenery for use with Warhammer 40,000, Warzone, Kryomek, and Legions of Death/Planetstorm. Check these out - they are fantastic!

Ruined Building Corners

ARM110 Ruined Building Corner with Single Door $13.50
Stands 62mm high, with one single door, 4 windows, 75mm x 80mm
ARM111 Ruined Building Long Corner with Double Door $13.50
Stands 62mm high, with single door & double door, 3 windows, 40mm x 115mm
ARM112 Low Ruined Building Corners (2) $17.95
Two L shaped 40-50mm tall ruined building corners, one longer than the other.
ARM113 Low Ruined Building Corners with shell holes(2) $17.95
Similar to above, but pitted and scored with shell holes.
ARM115 Two Stories Ruined Building Corner, Roller Door$15.95
Stands 88mm high, with single door, roller door, 6 windows. 85mm x 55mm
ARM116 Two Stories Ruined Building Long Corner $15.95
Stands 88mm high, with single door, 8 windows, 47mm x 102mm
ARM117 Two Story Corner with Floor $21.50
Two story high corner of a building with windows at ground and first floor level, with a floor for the first floor. 9cm high, 11cm wide.
ARM118 Three Story Corner with Two Floors $35.95
Three story high corner of a building with windows at ground, first floor level, and second floor level, with a floor for first and second levels. 12.5cm high.
ARM119 Four Story Corner with Three Floors $35.95
Four story high corner of a building with windows at all floor levels, with a floor for first, second and third levels. 17.5cm high.

ARM121 T Section of Ruined Building with Door $14.50
A T section of ruined building with a door, about 6cm high.
ARM122 Taller T Section of Ruined Building $14.50
A much taller T section of ruined building without a door. About 9cm tall.
ARM123 Ruined Cathedral Straight Wall $26.95
A stunning ruined cathedral wall, about 9cm high.
ARM124 Ruined Cathedral Corner $26.95
A stunning ruined cathedral corner section, about 9cm high.

High-Tech Walls

ARM130 High Tech Walls Set 1 (2) $15.95
Two walls about 6cm tall, one 15cm wide and one 10cm wide.
ARM132 High Tech Walls Set 2 (2) $15.95
Two walls about 6cm tall, 12.5cm wide. Great for Necromunda.
ARM133 High Tech Walls Set 3 (2) $15.95
Two walls about 6cm tall, 15cm & 10cm wide, covered with pipes, bolts, levers.
ARM134 High Tech Walls Set 4 (2) $15.95
Two walls about 6cm tall, each 12.5cm wide, covered with pipes, bolts, levers.
ARM135 4" long 1" tall High Tech Walls (3) $10.95
Three 4" long 1" tall, high tech walls.
ARM136 6" long 1" tall High Tech Walls (3) $13.50
Three 6" long, 1" tall high tech walls.

Stone Walls

ARM140 10cm x 2cm Small-Rock Walls (3) $10.95
Walls 2cm tall, 10cm long, made of small rocks.
ARM142 10cm x 2.5cm Quarry-Stone Walls (3) $10.95
Walls 2.5cm tall, 10cm long, made of quarry stones.
ARM146 10cm Straight Sandbag Walls (3) $10.95
Walls 2.5cm tall, 10cm long, straight, made of sandbags.
ARM148 10cm Curved Sandbag Walls (3) $10.95
Walls 2.5cm tall, 10cm long, curved, made of sandbags.
ARM160 15cm x 2cm Small-Rock Walls (3) $12.50
Walls 2cm tall, 15cm long, made of small rocks.
ARM162 15cm x 2.5cm Quarry-Stone Walls (3) $12.50
Walls 2.5cm tall, 15cm long, made of quarry stones.
ARM190 23cm x 2cm Small-Rock Walls (2) $12.50
Walls 2cm tall, 23cm long, made of small rocks.
ARM192 23cm x 2.5cm Quarry-Stone Walls (2) $12.50
Walls 2.5cm tall, 23cm long, made of quarry stones.

Science Fiction Terrain

ARM210 Piles of Rubble $10.95
A 25mm high pile of bricks, and 25mm high pile of scrap.
ARM218 Large Pile of Junk $15.50
7.5cm tall pile of vehicle parts and other junk.
ARM220 Tri-Tank Fuel Cells $9.50
Three round chemical storage tanks connected together, about 30mm high.
ARM222 Cryo Generator & Small Power Unit $10.95
37mm high Cryo Generator and 25mm high Small Power Unit.
ARM224 Cyro Tank, Fuel Processor, Oil Storage Tank $10.95
37mm high Cyro Tank, 30mm tall Fuel Processor, 25mm tall Oil Storage Tank.
ARM230 Large Tri-Tank Fuel Cells $15.95
Three large round chemical storage tanks connected together, about 50mm high.
ARM232 Large Cryo Generator $13.50
One large Cryo Generator, about 60mm high.
ARM234 Large Fuel Processor (1) $10.95
One large Fuel Processor, about 40mm high.
ARM236 Large Cryo Tanks (2) $13.50
Two large spherical Cryo Tanks, about 60mm high.
ARM240 Power Grid (2) $11.95
Two pieces of a Power Grid, one abot 20mm high, the other 45mm high.

Containers

ARM310 Small Wooden Crates (9 crates) $10.95
ARM312 Medium Wooden Crates (6 crates) $10.95
ARM314 Medium Vertical Wooden Crates (4 crates) $10.95
ARM316 Medium Vertical Metal Crates (4 crates) $10.95
ARM320 Large Wooden Crates (4 crates) $13.50
ARM322 Large Metal Crates (4 crates) $13.50
ARM324 Large Vertical Wooden Crates (3 crates) $13.50
ARM326 Large Vertical Metal Crates (3 crates) $13.50
ARM340 Small Stack of Crates Set 1 (2 stacks) $11.95
ARM342 Small Stack of Crates Set 2 (2 stacks) $11.95
ARM343 Big Crate Stack 1, multi-level (1 stack) $17.95
ARM344 Big Crate Stack 2, multi-level (1 stack) $17.95
ARM345 Big Crate Stack 3, multi-level (1 stack) $17.95
ARM346 Big Crate Stack 4, , multi-level (1 stack) $17.95
ARM380 Barrels & Drums (7) $13.50
ARM382 Wooden Barrels (7) $13.50

ARM510 Mechanic's Tool Boxes (8) $11.95
Eight tool boxes, jerry cans, storage boxes, etc.
ARM550 Control Room Panels (3 pieces) $17.95
Three computer consoles, about 5cm high.

Rocks & Giant Crystals

ARM410 Outcroppings of Giant Quartz Crystals Set 1 (2) $11.95
Two outcroppings of huge crystals, about 4cm tall.
ARM412 Outcroppings of Giant Quartz Crystals Set 2 (2) $11.95
Two more outcroppings of huge crystals, about 4cm tall.
ARM430 Outcroppings of Giant Fluorite Crystals (2) $11.95
Two outcroppings of giant fluorite crystals, about 2cm high, and different widths.
ARM436 Outcroppings of Giant Pyrite Crystals Set 1 (2) $11.95
Two outcroppings of giant pyrite crystals, about 2cm high, and different widths.
ARM438 Outcroppings of Giant Pyrite Crystals Set 1 (2) $11.95
Two outcroppings of giant pyrite crystals, about 2-3cm high, and different widths.
ARM442 Large & Small Sandstone $11.95
The large sandstone is about 9cm tall by 5cm wide, the other is about 2.5cm high.
ARM444 Slate Wall & Mesas $11.95
A large slate wall about 4cm high, and two groups of rocks, 2-3cm high. Great!

Rivers

ARM490 River Set (8 pieces) $77.95
A river 120cm long. 9cm wide, with rocky, grassy, sandy banks.
ARM491 River Straight Pieces (2 pieces) $23.50
15cm and a 20cm long pieces of river, same as above.
ARM492 River Curved Pieces (2 pieces) $21.50
12.5cm and a 17.5cm long pieces of river, same as above.

Alien Plants

ARM611 Alien Small Pod Plant Cluster $10.95
A large patch of ground with 4cm tall rock and several large alien plants.
ARM614 Alien Medium Sized Pod Plant $17.50
One huge alien leafy pod plant, around 6cm high.
ARM624 Alien Medium Sized Mantrap Plants $28.95
Two huge mantrap plants, one open, one closed, about 6cm tall.
ARM670 Alien Spike Cactus $15.95
Large spiky alien cactus plant, around 7cm tall.

Tree Stumps

ARM690 Small/Medium Tree Stumps (5) $12.50
5 small and medium sized tree stumps, one hollow.
ARM691 Giant Hollow Tree Stump (1) $12.50
A huge hollow tree stump - you can fit several 30mm figures inside.

Fortifications

ARM710 Trench Starter Set $69.95
Has two weapons pits, two corners and a straight.
ARM711 Tench Weapons Pit $24.50
The trenches are 20mm deep inside, and 25mm wide inside.
ARM712 Straight & Corner Trenches (3) $35.95
Two corner trenches pieces and one straight trench piece.
ARM713 T-Intersection Trenches (2) $21.50
Two T-Intersection Trench pieces.
ARM720 Sandbag Bunker $74.95
A huge two story sandbag bunker.
ARM721 Sandbag Emplacement $26.95
Large Sandbag emplacement.

Bridges & Obelisks

ARM810 Stone Bridge with Gargoyle Pillars $84.95
A huge stone bridge with gargoyles on the four pillars.
ARM860 Tall Skull Obelisk $21.50

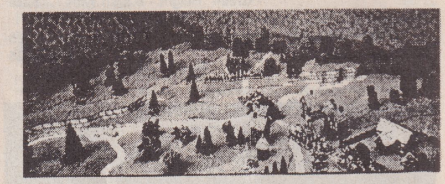
Dwarven Forge

Mastermaze

ROOM & PASSAGE SET Beautiful 3D dungeon sets, for 25mm scale figures. Each piece is intricately sculpted, cast in durable resin, and hand painted, with felt stuck beneath each piece. The pieces can be arranged and rearranged into rooms and passages of countless shapes and sizes. Also comes with foam storage and a booklet of setup ideas. This *Room and Passage Set* includes 9 passage pieces, 25 room pieces, 3 swinging doors, 55 bow tie connectors. $149.95
ROOM SET To be used with the above, includes 29 Room pieces, 2 swinging doors, and 50 bow tie connectors. $99.95
OCTAGONAL ROOM SET To be used with the above, includes 29 Room pieces that make up an octagonal room, 2 swinging doors, and 50 bow tie connectors. $99.95
25 DIAGONAL WALLS SET To be used with the above, includes 25 diagonal wall pieces with 50 bow tie connectors. $99.95
OGRE'S DEN Has one finely detailed all-purpose monster's lair – very cute! Also a swinging door, raisable portcullis, treasure. $109.95

Geo-Hex

The world is not flat, but your games tabletop is, and that's why you need the revoluationary, patented, landscape system from Geo-Hex. Unlike boring rectangles and one-off hills that limit you, Geo-Hex is comprised of seven shapes engineered to let you simulate any portion of the earth's surface. All pieces are finished and ready to use, you simply arrange them into pleasing landscapes. We do carry stocks of most of the range, but please allow two to three weeks delivery from your order date if any item is not in stock. But rest assured, we import this product by air direct from the USA.



GH105 WORLDPAC GameScape Green Set $210.00
Includes 41 green-flocked hexagonal and part-hexagonal landscape shapes that make hills with smooth contoured sides, the full hexagonal tiles being 30cm from edge to edge, a matching 120cm x 180cm GameScape Flocked Green Mat, and scenic cloth for a stream and forest, and a bag of matching lichen. Includes 24 cornerlots to help lock the landscape pieces together. I bought one of these myself, and it is absoluately stunning. A great investment
GH205 WORLDPAC GameScape Desert Set $210.00

GH110 Hill Set GameScape Green $105.00
Adds 25 green-flocked hexagonal and part-hexagonal landscape shapes with smooth-sloped contours, identical to those found in the *Worldpac* sets.

GH120 Rough Hill Set GameScape Green $105.00
Adds 25 green-flocked hexagonal and part-hexagonal landscape shapes with sheer cliff faces, letting you add steep hills and impassable terrain to your *Worldpac* sets. I bought one of these too.

GH140 Rough Terrain Set GameScape Green $185.00
Adds 46 pieces being hill sheer edge pieces and hill transitional pieces.

GH1301 The Expander Set GameScape Green $185.00
Adds roads to the set. With 35 pieces that cover over 23 square feet, 23 pieces being reversible hexes with plain green on the back and roads on the face. The contour shapes have roads up the face.

GH1601 Master Terrain Set GameScape Green $560.00
Over 64 square feet of tabletop lanscape. This system can bury a ping pong table with pieces to spare. 135 pieces, including 44 reversible hexes and half hexes, contour shapes, and cornorlocks.

GH305 WORLDPAC BattleScape Green Set $250.00
Identical to GH105, except that the landscape tiles and Battlescape flocked mat have a 1½" hexagonal grid printed on them, for playing games such as BattleTech.
GH405 WORLDPAC BattleScape Desert Set $250.00

PSL12 Sloped Pack (2 gentle hill corners, 2 longs) $13.00
PTN12 Transition Pack (4 sheer hill transition pieces) $17.00

GEOHEX TERRAIN CLOTHS

GSMAT-G Green flocked 120x180cm terrain cloth. $57.00
I bought one of these, ironed out the creases as per the instructions, and the mat is absolutately stunning - and the flock does not come off.
GSMAT-GX Green, hexgrid flocked 120x180cm terrain cloth. $72.00
GSMAT-D Desert flocked 120x180cm terrain cloth. $57.00
GSMAT-DX Desert, hexgrid flocked 120x180cm terrain cloth. $72.00
GSMAT-S Blue seascape 120x180cm terrain cloth. $50.00
GSMAT-SX Blue, hexgrid seascape 120x180cm terrain cloth. $60.00
GSMAT-O Colorful Starscape 120x180cm terrain cloth. $50.00
GSMAT-OX Colorful Starscape, hexgrid 120x180cm cloth. $60.00
GSMAT-IC Silent Death Next Millennium Starmap (hexes) $55.00

Grendel

25mm Fantasy Resin Boxed Scenery

GRNF0001 Dungeon Builder $33.00
GRNF0004 Widow's Lair Huge bigger spider and lair $33.00
GRNF0009 Subterranean Cavern $36.00
GRNF0010 Fantasy Forest $33.00
GRNF0017 Black Dragon $36.00
GRNF0018 Dungeon Doors $30.00
GRNF0019 Fire Demon (Huge balrog 110mm high, 120mm wingspan) $36.00
GRNF0020 Pharoahs Crypt $36.00
GRNF0025 Goblin Torturer's Chamber $33.00
GRNF0026 Graveyard $33.00
GRNF0027 Goblin Stronghold $40.00
GRNF0032 Dwarf Goliath Warmachine (Huge bombard & twin cannons) $33.00
GRNF0033 Black Orc Warbeasts (2) $40.00
GRNF0034 Skull Bridge $33.00
GRNF0035 Goblin Encampment $40.00
GRNF0037 Ruined Cathedral Magnificent! $40.00
GRNF0038 Temple of Horus (Egyptian) $50.00
GRNF0039 Obelisks & Entrance (Egyptian) $43.00
GRNF0040 Dwarf Stronghold $63.00
GRNF0041 Smugglers' Inn $36.00
GRNF0042 Pits & Traps (Man trap,trap door,1 ton weight sprung pit, sliding door panel, Indiana stone disc pit) $36.00
GRNF0043 The Dungeon $36.00
GRNF0046 The Temple of Set (Egyptian) $36.00
GRNF0047 Barbarian Huts (2 large huts) $40.00
GRNF0048 Fantasy Bazaar $36.00
GRNF0052 Boat of the River Styx $36.00
GRNF0053 Great Green Dragon $40.00
GRNF0054 Dwarf Stronghold Tower $43.00
GRNF0055 Gothic Crypt $36.00
GRNF0056 Dwarf Gun Emplacement $36.00
GRNF0057 Dungeon Mines $36.00
GRNF0058 Dwarven Gun Tower (2 level gun tower with dwarf mortar) $50.00
GRNF0059 Wyvern's Eerie $40.00
GRNF0060 Barbarian Longhouse $43.00
GRNF0061 Siege Tower $50.00
GRNF0062 Catapults and Ballista $43.00
GRNF0063 Goblin Wartowers $40.00
GRNF0064 Barbarian Warlords Hut $40.00
GRNF0065 Zombie Dragon $50.00
GRNF0066 Bronze Dragon $43.00
GRNF0067 Trebuchet $50.00
GRNF0068 Ruined Keep (Magnificent) $50.00
GRNF0070 Swamp Creature $33.00
GRNF0071 Dwarf Gateway $50.00
GRNF0072 Dwarf Keep $50.00
GRNF0073 Golen Wyvern $50.00
GRNF0074 Earth Elemental $40.00
GRNF0075 Red Dragon $65.00
GRNF0077 Dwarf Outpost $50.00
GRNF0078 Nubian Pyramid $60.00
GRNF0079 Ruined Aztec Temple $60.00

25mm Sci-FI Resin Figures & Scenery

GRNF0021 Raptor - giant biped walker $40.00
GRNF0022 Nemesis - giant biped walker $40.00
GRNF0024 Marines in Predator Suits $25.00
GRNF0029 Cyberbar $33.00
GRNF0036 Corvus V.T.O.L. Mk IV Assault Carrier $40.00
GRNF0049 Cryogenics and Med-lab $36.00
GRNF0050 Sci-Fi Cargo Bay $36.00

Blister Series

An excellent range of resin scenery, accesscries, etc. Prices are extremely cheap as these models are in blisters instead of boxed sets.

GRN10003	PORTCULLIS	$19.95
GRN10004	UNEARTHED CRYPT	$19.95
GRN10005	BANQUET TABLE	$19.95
GRN10006	SNUG PUB	$22.50
GRN10007	CRATES	$19.95
GRN10008	CYCLOPES GATEWAY	$19.95
GRN10011	DEVIL HEADED THRONE	$19.95
GRN10012	DAIS	$16.50
GRN10013	SKULL GATE & ALTAR	$16.50
GRN10014	RAM SKULL GATE	$19.95
GRN10016	DRAGON PORTAL	$19.95
GRN10017	GRILLS	$16.50
GRN10018	STANDING STONES	$22.50
GRN10019	FUNGI	$16.50
GRN10022	SNAKE PIT	$19.95
GRN10023	APOTHECARY	$19.95
GRN10024	GALLOWS & STOCKS	$19.95
GRN10025	ROCKET STATIONS	$19.95
GRN10026	ROCK DRAGON	$16.50
GRN10027	MAGICIANS ACCESSORIES	$19.95
GRN10028	MANTLET & SPOTTER POSITION	$19.95
GRN10030	SPIRAL STAIRCASE	$19.95
GRN10031	DUNGEON CRAWLERS	$19.95
GRN10032	THE GUARDIAN	$19.95
GRN10034	RUINED GREEK TEMPLE	$22.50
GRN10035	TAVERN KITCHEN	$19.95
GRN10036	AZTECIAN ENTRANCE	$19.95
GRN10037	STABLE AND LOFT	$19.95
GRN10038	TREASURE PILES	$19.95
GRN10039	CONSOLS SCI-FI	$19.95
GRN10040	SCI-FI ACCESSORIES	$19.95
GRN10042	WARRIOR'S BURIAL MOUND	$19.95
GRN10043	DUNGEON WINDOWS	$19.95
GRN10044	NECROMANCERS STUDY	$19.95
GRN10045	ADVENTURERS CAMPSITE	$19.95
GRN10046	DRAGON SLAYER'S TOMB	$19.95
GRN10047	ARMORER'S	$19.95
GRN10048	BARBARIAN THRONE	$19.95
GRN10049	DUNGEON BEASTIES	$19.95
GRN10050	ALIEN HIVE	$22.50
GRN10052	RUINED EGYPTIAN GATEWAY	$19.95
GRN10053	TOMB DOORS	$19.95
GRN10054	CYCLOPS SKULL PORTAL	$19.95
GRN10055	OLMEC HEAD GATEWAY	$16.50
GRN10056	AZTECIAN ALTAR	$16.50
GRN10057	UNEARTHED EGYPTIAN GATE	$16.50
GRN10058	EGYPTIAN GATE	$16.50
GRN10059	FALCON GATE	$16.50
GRN10063	DEMON ALTAR & PILLARS	$16.50
GRN10064	LARGE EMBELLISHED GATEWAY	$16.50
GRN10065	TREASURE PILES	$16.50
GRN10066	GREEN GRIFFON BARMAN	$16.50
GRN10067	GREEN GRIFFON TABLES & CHAIRS	$16.50
GRN10068	SECURITY GRAV CAR	$19.95

Sci-Fi Supply

Sci-Fi Supply make six types of magnificent walls out of durable vacuum-formed styrene plastic, which easily cut into smaller lengths. (Each pack has 25 feet ! of walls.) These are perfect for enhancing games of Space Hulk, role playing in dungeons, but mostly just great for making indoor arenas in which to fight for Warhammer 40,000 or Fantasy. They also make a range of easy to assemble buildings.

SCI0101 Dirty High-Tech Spaceship Walls $25.00
Contains 28 sections of walls, each 27cm wide & 4.5cm high. These walls depict the high-tech interior of spaceships, or futuristic buildings. Corridors & rooms, including door ways, etc.

SCI0102 Space Ship Walls & Rooms $25.00
Contains 28 sections of walls, each 27cm wide & 4.5cm high. These walls depict the interior of spaceships, both usable as corridors and rooms, including doorways, etc.

SCI0103 Alien Giegeresque Walls & Rooms $25.00
Contains around 28 sections of walls, each 27cm wide & 4.5cm high. These walls depict the interior of an alien hive, very similar to the one in the movie ALIENS, which was designed by Gieger. For corridors and rooms, including doorways, etc.

SCI0104 Alien Lovecraftian Walls & Rooms $25.00
Contains around 28 sections of walls, each 27cm wide & 4.5cm high. These walls depict the interior of an alien hive, based on the Lovecraftian Mythos. For corridors and rooms, including doorways, etc.

SCI0201 Castle & Keep Corridors & Rooms $25.00
Contains around 28 sections of walls, each 27cm wide & 4.5cm high. These depict the interior of castle and keep corridors and rooms including doorways, etc.

SCI0202 Dungeon & Catacombs Corridors & Rooms $25.00
Contains around 28 sections of walls, each 27cm wide & 4.5cm high. These depict the interior of dungeon & catacombs corridors and rooms including doorways, etc.

SCI1101 BattleField Craters $10.00
Several sheets of 3-D battlefield craters of all sizes. Perfect for Warhammer 40,000 or BattleTech or Space Marine etc.

SCI1102 Ruined Building with Rubble $12.50
A detailed, partially destroyed and rubble strewn building. Has a large square area of rubble, with damaged walls on two sides. For 25mm or Epic scales, fantasy or sci-fi.

SCI1103 Pyrotechtonics Building $25.00

SCI2101 Tudor Inn $12.50
A large two story medieval style Tudor Inn. For 25mm only.

SCI2102 Stone & Thatch Tavern $12.50
A long one story medieval style Tavern. For 25mm only.

SCI2103 Blacksmith's & Stables $12.50
A long one stone wooden blacksmith's workshop with stables at one end. For 25mm only.

SCI2104 Plain Ol' House $12.50
A typical wooden medieval one story house. For 25mm only.

SCI2107 Mausoleum & Graveyard $12.50
For 25mm only.

SCI2201 Sci-Fi Tower $12.50
A sci-fi tower suitable mostly for Warhammer 40,000, etc.

SCI2202 Sci-Fi Bunker $12.50
A sci-fi tower suitable mostly for Warhammer 40,000, etc.

SCI2203 Downtown High-Rise $36.95
A sci-fi downtown high-rise building suitable mostly for Warhammer 40,000, etc.

SCI2204 Space Ship or VTOL Landing Platform $20.00
A sci-fi landing pad suitable mostly for Warhammer 40,000, etc.

SCI2205 Pressure Dome $12.50
A sci-fi building suitable mostly for Warhammer 40,000, etc.

SCI2301 Main Fortress (Part of Fortress Generica) $20.00
A fortress tower suitable for Fantasy or Science Fiction. Combines with the other two modules to make a whole fortress.

SCI2302 Fortified Wall (Part of Fortress Generica) $12.50
A fortress wall suitable for Fantasy or Science Fiction. Combines with the other two modules to make a whole fortress. You need 4 packs to make the fortress.

SCI2303 Fortified Tower (Part of Fortress Generica) $12.50
A fortress tower suitable for Fantasy or Science Fiction. Combines with the other two modules to make a whole fortress. You need 4 packs to make the fortress.

SCI2401 Lazy Buffalo Saloon $20.00
A big two storey saloon from the Americal Wild West.

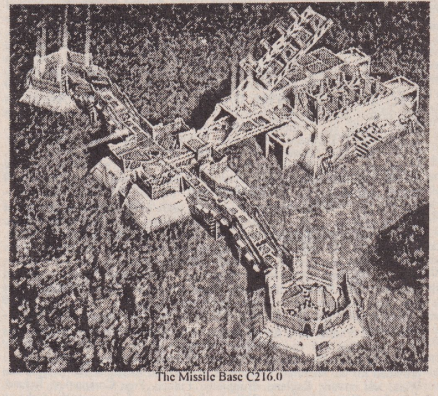
SCI2402 Sheriff's Jailhouse $12.00
Your typical Wild West Sheriff's office.

SCI2403 Settler's Cabin $12.00
A Wild West log cabin plus log outhouse.

SCI2404 Livery Stable $20.00
A large two storey stable for horses in the Wild West.

Twenty First Century Games

This is an Italian company who make top quality thick-card science fiction and fantasy/western buildings. The buildings can be assembled by clicking pieces together, plus a little sticky tape, or you can glue the pieces together, which takes heaps longer. I made the Missile Base just using sticky tape, and it looks fantastic. The sci-fi titles are the perfect size for use with Warhammer 40,000, Necromunda, Warzone, even BattleTech or Warhammer 40,000 Epic. The western/fantasy titles are perfect for Warhammer Fantasy, Fantasy Warriors, Deadlands, even roleplaying games.

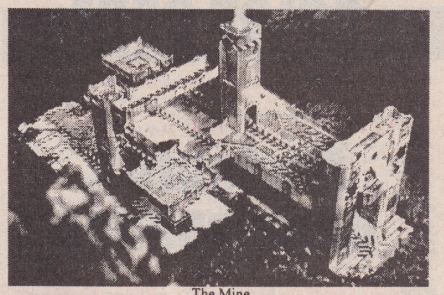


The Missile Base C216.0

21C1.1 Black Moon Base $50.00
A large sci-fi base, 'Y' shaped, 70cm long and 60cm wide, 10.5cm high. Also with barricades. Can be combined with the *Iron Cloud Base* to make a huge starport.

21C1.2 Iron Cloud Base $45.00
A large sci-fi base, triangular shaped, 50cm long, 50cm wide, and 50cm high! Perfect for Necromunda. Can be combined with the *Iron Cloud Base* to make a huge starport.

21C3.0 The Mine $50.00
A huge mining operation complex, including an entry gatehouse, two elevator towers, large platforms, and base. 88cm long, 41cm wide, sections vary from 10cm to 35cm high.



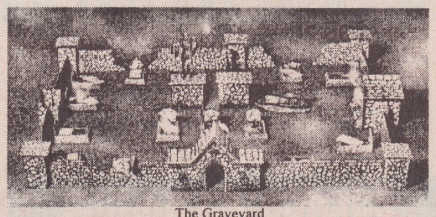
The Mine

21C4.0 The Barricades $30.00
Sci-fi barricades, which can also be three city walls. 45cm long, 80cm wide, and 7cm - 13cm high. Each wall has ramparts on both sides. There are four small towers and a small gatehouse. Could be used as the outer walls of a water purification camp.

21C6.0 Missile Base $45.00
This is the one I made. Has two missile silos, two missile launching racks, and a bunker, all joined by gangways and gantries. 50 long, 78cm wide, 9cm high.

21C7.0 Control Tower $45.00
A tall sci-fi starport control tower, 62cm tall and 18cm wide. Has an external staircase which winds around the whole tower.

21C2.0 Graveyard $30.00
Can be used as Wild West, Fantasy, or colonial science fiction. It includes four walls in a state of disrepair, that surround the entire graveyard, two gatehouses, and around 15 graves, all broken open.

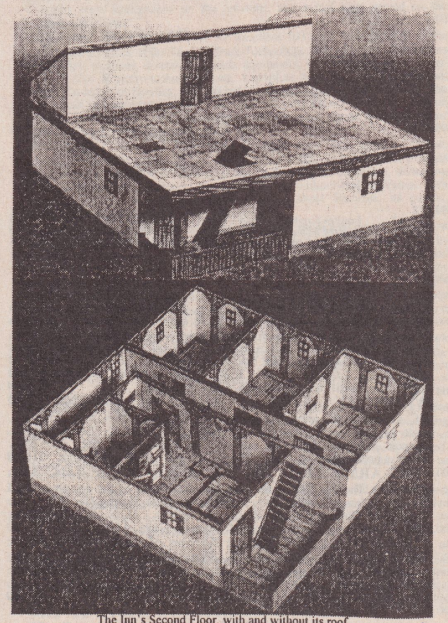


The Graveyard

21C5.1 The Inn (Ground Floor) $42.00
Can be used as Wild West, Fantasy, or colonial science fiction. It can be used as the ground floor of a 3 story inn, or as a complete one story inn. It contains an optional roof, and has a complete interior. 26cm wide, 31cm long, 14cm high.

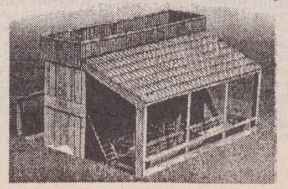
21C5.2 The Inn (First Floor) $24.00
Can be used as Wild West, Fantasy, or colonial science fiction. It can be used as the first floor of a 3 story inn, or as a complete one story inn. It contains an optional roof, and has a complete interior. 26cm wide, 26cm long, 15cm high.

21C5.3 The Inn (Second Floor) $24.00
Can be used as Wild West, Fantasy, or colonial science fiction. It can be used as the second floor of a 3 story inn, or as a complete one story inn. It contains an optional roof, and has a complete interior. 26cm wide, 26cm long, 15cm high.



The Inn's Second Floor, with and without its roof.

21C5.4 The Stable $24.00
Can be used as Wild West, Fantasy, or colonial science fiction. It can be used by itself or as an add-on to the inn.. 26cm wide, 21cm long, 15cm high...below:



Miniatures & Miniatures Rules

COLOR CODE

■ New Item Now Available and in Stock

■ New Item Not Yet Released

Ancients & Renaissance

Warhammer Ancient Battles

WHW Warhammer Ancient Battles Warhammer Fantasy Battles goes historical! Designed by Jervis Johnson and Rick Priestley, two Games Workshop staff. Uses the same basic rules as Warhammer Fantasy Battles, but there is no magic and no mega-powerful characters (yes!), just commanders, standard bearers, musicians, and the various troop types - so you can just focus on tactics and combat! Only ancient and medieval weapons are catered for, such as thrusting spears, heavy throwing spears such as the pilum, kontos, lance, javelins, four types of bow, etc. Armor is none, light or heavy. Shields can be normal, large or buckler. Elephants cause fear to enemy infantry and terror to enemy cavalry, legionaries are stubborn, meaning they ignore their first break result; warband automatically break an opponent whom they outnumber and cause greater casualties to in the first charge (and if warband break legionaries? - it is a 50% chance for them to break or stand). Drilled troops can open their ranks to let scythed chariots pass through them. There are rules for chariots, skirmishers, artillery, fortifications, and two complete army lists: Late Marian/Early Imperial Rome, and Barbarian, which covers Gallic and British Celts, picts, Dacian, early Goths and Franks, etc. The rules are lavishly illustrated with beautiful full color prints of 25mm painted soldiers. $47.50

Pre-Release Army Lists Warhammer Historical Wargames have released a short temporary booklet containing ten army lists, so that you can use armies other than just Ancient Celts and Marian/Early Imperial Romans. Lists included areSumerian, Trojan, Hittite, Egyptian, Byzantine, Greek Hoplite, Persian, Saxon, and Viking, Late Roman, This booklet is photocopied, and the photocopying charge is: $4.00

Old Glory Figures

Exaggerated 25mm figures (ie 28mm) by *Old Glory*.

We should be able to supply all orders within 2 weeks

Caesers Gallic & German Wars (around 50 BC)

CWG-01	Celtic Warband Command (30 foot)	$47.95
CWG-02	Celtic Heavy Infantry Warband (30 foot)	$47.95
CWG-03	Celtic Warriors, No Helmets, Bare Torso (30 foot)	$47.95
CWG-04	Celtic Warriors, Helmets, Bare Torso (30 foot)	$47.95
CWG-05	Celtic Warriors in tunics, no helmets (30 foot)	$47.95
CWG-06	Celtic Warriors in tunics, helmets (30 foot)	$47.95
CWG-07	Naked Gaesati Celtic Warriors (30 foot)	$47.95
CWG-08	Celtic Cavalry Command (10 mounted)	$47.95
CWG-09	Celtic Heavy Cavalry (10 mounted)	$47.95
CWG-10	British Light Cavalry (10 mounted)	$47.95
CWG-11	Celtic Slingers (30 foot)	$47.95
CWG-12	Celtic Archers (30 foot)	$47.95
CWG-13	Celtic High Command (? Figures)	$33.95
CWG-14	Roman Legionary Command (30 foot)	$47.95
CWG-15	Roman Legionaries Advancing with Pilum (30 foot)	$47.95
CWG-16	Legionaries Attacking with Gladius (30 foot)	$47.95
CWG-17	Roman High Command (? Figures)	$34.00
CGW-18	Celtic Headhunters (? Figures)	$26.00
CWG-21	Roman Heavy Cavalry (10 mounted)	$47.95
CWG-22	Roman Medium Cavalry (10 mounted)	$47.95
CWG-23	German Infantry with swords (30 figures)	$47.95
CWG-24	German Infantry with spears (30 figures)	$47.95
CWG-25	German Cavalry (10 mounted)	$47.95
CWG-26	Numidian Cavalry (10 mounted)	$47.95
CWG-27	Balearic Slingers (30 foot)	$47.95
CWG-28	Cretan Archers (30 foot)	$47.95
CWG-29	British Chariots (3)	$53.95
CWG-30	German Command (? Figures)	$47.95
CWG-31	Germans with one-handed axes	$47.95

Early Imperial Rome (around 50 AD)

PRR-01	Legionaries in Lorica Segmenta with Pilum (30 foot)	$47.95
PRR-02	Legionaries in Mail with Pilum (30 foot)	$47.95
PRR-03	Roman Foot Command (20 foot)	$33.95
PRR-04	Auxiliary Infantry in Mail (30 foot)	$47.95
PRR-05	Eastern Auxiliary Archers (30 foot)	$47.95
PRR-06	Western Auxiliary Archers (30 foot)	$47.95
PRR-07	Equites Sagittarii (Light Cavalry – 10 figures) *Due Dec '98*	$47.95
PRR-08	Equites Cohotales (Medium Cav – 10 figures) *Due Dec '98*	$47.95
PRR-09	Equites Alares (Heavy Cavalry – 10 figures) *Due Dec '98*	$47.95

WRG Ancients 7th Ed

WRG ANCIENTS RULES 7th Edition Wargames Research Group's 3000BC to 1485AD rules. Each figure (of any scale - 6mm to 25mm) represents 50 men. All troop types (from archers to elephants), weapons, formations, & tactics for the period are included in this 48 page book, plus reference card. All troops are based and fielded in elements, of either 2, 3 or 4 figures per base. Rules include historical background, field engineering, fortifications, unusual 'terror' weapons. $16.00

WRG ARMY LISTS Vol 1 : Ancient Near East 3000 - 500 BC Covers all the armies of the Ancient Near East from 3000 - 500 BC, such as Babylonian, Assyrian, Egyptian, Hebew, Early Greek Hoplite, Spartan, Achaemenid Persian, armies of the Persian wars. Each army entry includes notes regarding tactics, history, troop types, & some maps. $16.00

WRG ARMY LISTS Vol # 2: Armies of Far East, Asia, America The Far East, Asia, and America. Some of the armies covered are: Later Shang Chinese, Early mounted Nomads, Hsiung-Nu, Han, Three Kingdoms Chinese, Early Medieval Indians, Medieval Vietnamese, Khitan-Liao, Sung Chinese, Mongol, Japanese (early to late), etc. $16.00

WRG ARMY LISTS Vol #3: Armies of Alexander & Punic Wars Deals with a small geographical area, although the most popular one - Alexander and his Successors, the Punic Wars, the Western Nomads, the Great Roman Wars of the 2nd Century BC, and Roman Civil Wars of the 1st & 2nd Triumvirate. $16.00

D.B.A.

WRG De Bellis Antiquitatis Fast Play Ancients Rules 1.1 This is the new 1.1 version of DBA, which has now been updated to be more like DBM. These are WRG's *fast play* ancient & historical miniatures rules. Game mechanics are a simplified version of DBM, using the same basic concepts. One major difference is that all armies consist of 12 elements or bases of figures, which means that no army can have over 50 figures. There are no point values. It is a 20 page book containing simple yet effective mechanics that cover troop definitions, terrain, camps, close combat, missile fire, artillery, etc. Includes a suggested six nation campaign, historical army lists, all of which require only a small number of figures. Very suitable for 25mm, 15mm, or 1/300th scale games. $12.00

D.B.M.

WRG D.B.M. 2000 DE BELLIS MULTITUDINIS Mass Ancient & Medieval Combat These rules are designed for 2mm, 6mm, 10mm, 15mm or 25mm figures, and recreate combat with no record keeping and a minimum of dice rolls. All units are rated according to how they *fought*, not according to how they were armed and armored. Shock cavalry are knights, skirmishing horse are cavalry or light horse, infantry are bow, blades, spears, pikes, warband, auxilia, or skirmishers. All units are on identical width bases containing 2 to 4 figures, and square off to fight each other. Each unit has a basic combat factor versus foot or mounted, and these factors are effected by terrain, supporting ranks if applicable, and whether your flanks and rear are secure. Certain troop types destroy others if they score higher, such as knights fighting spears or warband fighting blades, but normally you need to double the enemy element's score to kill it. A brilliant command system makes you wrack your brain as you try to out-manoeuvre your opponent. Regular armies are easy to maneuver, irregular armies less so, and morale is simple but effective – if a command loses 1/3rd of its elements, it is broken, and the army breaks at ½ casualties. $16.00

DBM ARMY LISTS Book # 1 3000 BC - 500 BC This book includes notes on each army, rules for using allies, climate, aggression, and terrain types for each army, etc. Armies included are: Egyptian, Syrian, Assyrian, Babylonian, Early Hoplite Greek, , Early Macedonian, Roman & Etruscan, Early Achaemenid Persian, Early Carthaginian, etc. $16.00

DBM ARMY LISTS # 2 500 BC - 476 AD 2nd Ed Now completely revised, this book of army lists includes some of the Ancient period's greats. Later Hoplite Greek, Alexandrian Macedonian, the Successors, Camillan, Polybian, Marian, Early, Middle, Late, & Patrician Roman, Later Carthaginian, Hunnic, Alans, Gallic, Hsiung-nu, Armenian, Ancient British, Sassanid Persian, Early German, Visigoth, Saxon. This book is the most popular in the series. *Due late Nov '98.* $16.00

DBM ARMY LISTS # 3 476 AD - 1071 AD The Early Medieval Period. Armies of interest include Early Lombards, from Early to Konstantinian Byzantine, Early Samurai, Welsh from 580 AD - 1420 AD, Middle Anglo-Saxon, Feudal Spanish, Norse Viking, Early Polish, Early Hungarian, Georgian, Seljuq Turk, Anglo-Danish (including King Harold Godwinson's army that fought at Hastings), Norman, etc. $16.00

DBM ARMY LISTS # 4: 1071 AD - 1500 AD The High Medieval Period, including later Byzantines, Anglo-Norman, Early and Later Crusader, Scots Common Army, Feudal English, Feudal French, 100 Years War English, Catalan Company, Medieval French, Later Polish, Later Swiss, Hussite, Inca, Wars of the Roses, etc. $16.00

DBF De Bellis Fantasticus: Here There Be Dragons It has been my dream to use DBM rules to play battles from *The Lord of the Rings*. Well, my dream has come true! WRG have just released DBF, the fantasy rules supplement for DBM! (You must own DBM to use this book) The book adds several new troop types such as Flying Behemoths, such as flying dragons, Flying Vehicles such as steam driven flying ships; Behemoths, such as wingless dragons etc; Large Humanoids, such as trolls, ogres, ents, minotaurs, elementals; Undead, and unicorns. Each type normally has (S), (O), (I), (F) and (X) ratings. Allowances are made for huge monsters having double width & depth bases. There are rules for flying, great rules for heroes, who can slay even the biggest monsters, some monsters can purchase a magical power, and rules for wizards. Each wizard receives their own pip dice each turn, and use those pips to activate any of the 11 spell types. The book then has three sections of army lists. The first army lists are based on other popular fantasy miniatures games and cover Imperial Humans, Undead, Lizardmen, etc. The second section are mythological army lists such as mythological Japan, Egypt, Rome, etc. And the third section is my favorite - the traditional army lists, ie, inspired by *The Lord of the Rings*. Please note that this supplement allows you to use any 28mm figures without having to rebase them. $18.00

Ancient & Medieval Tournament Board Layouts Book Version 2

Ancient & Medieval Tournament Board Layouts Book Version 2 This is a small half-A4 sized booklet with 37 pages that give the layout of 72 gaming boards specifically designed for use with DBM or any other suitable ancient or medieval miniatures game. This second edition uses digitized photos of 3D terrain instead of the computer graphics used in the previous edition. Almost all of the board layouts are taken faithfully from DBM tournaments that I have played in over the past five years, so make the perfect boards for when you practise for tournaments, when you hold your own tournaments, even for social games. $7.50

WRG History Books

WRG ARMIES OF THE NEAR EAST Hardcover 208 page book covering the armies of the Near East from 3000 BC - 539 BC. It includes the organization, tactics, equipment, and dress of: Egyptian Old, Middle & New Kingdoms, Libyan, Kushite, Sumerian, Babylonian, Assyrian, Iranian, Hyksos, Canaanite, Syrian, Hebew, Philistine, Midianite Arab, Phoenician, Hittite, Phrygian, Lydian, Minoan, Mycenaen, etc. A popular period partly because it also includes all the colorful armies covered in the Bible. $45.00

WRG ARMIES OF MACEDONIAN & PUNIC WARS 359 - 146 BC A superb 192 page sourcebook on the period of ancient history from the time of Phillip of Macedon, Alexander the Great, to the arising of Rome as the dominent power. This book is one of the most comprehensive history books available, detailing each nation in great detail, presenting history, tactics, battles, colors of uniforms and equipment including shield designs. Covers the Persians, Greeks including: Boiotia, Sparta, Athens, Phokis, etc. Macedonian, including Phillip's reforms and Alexander; the Successors, Bactrian & Indian Greeks, Thracians, Illyrians, Steppes, India, Carthage, Spaniards, Celts, Rome, Etruscans. $38.00

WRG ARMIES & ENEMIES OF IMPERIAL ROME 150 BC - 600 AD 146 pages of pure historical delight! Tactics, history, and troop types are covered on the Roman armies from Marian Roman to Patrician Roman. Pontus, Armenia, Gaul, Britain, Early Germans, Parthia, Jewish Revolt, Arabs, Sassanid Persia, Scot's-Irish, Later Germans, and the Huns. Major battles of the period are detailed, and illustrations of each troop type are given, along with commentary & painting guide regarding armor & tunics, and there are over 200 shield designs. Special Price $7.50

WRG ARMIES OF THE DARK AGES 600 - 1066 AD A 128 page history book covering armies of the Dark Ages, their histories, troop types, tactics, etc. Nations covered are: Byzantine, Sub-Roman, Pictish, Irish, Visigoth, Lombard, Carolingian, Viking, Russian, Slav, Avar, Bulgar, Alan, Armenian, Sassanid, Arab, Saxon, Norman, Italian, Spanish, etc. Major battles of the period are covered, and each troop type is illustrated and described, giving armor & tunic colors, etc. Maps are also provided. $30.00

WRG ARMIES & ENEMIES OF THE CRUSADES 1096 - 1291 AD A 120 page historical reference book of one of the most colorful periods of history, when repeated attempts to wrest the Holy Lands from the hands of the infidel Muslims met with varying degrees of success or failure. It contains maps, major battles of the period, and history and tactics of the following nationalities: Franks, Hospitallers, Templars, Armenians, Syrians, Seljuks, Fatimids, Mamluks, Byzantines, Georgians, Mongols (called Tartars by the Franks), Ilkhanids, etc. Each troop type is illustrated and described, giving armor and tunic colors, etc. $30.00

WRG ARMIES OF THE MIDDLE AGES Volume 1 1300 - 1487 AD A must have for all fantasy & historical medieval gamers. This book contains 215 coats-of-arms, for both heater shields and knights' banners and pennons. Organisation, tactics, history, dress and equipment are provided for the Hundred Years War, War of the Roses, & the Burgundian Wars, and covers, England, Burgundy, France, Free Companies, Ireland, Italy, Low Countries, Scotland, Spain, & Switzerland. It covers the make up of men-at-arms, including ratio of banncrets, knights, esquires. Has illustrations and descriptions, color guides to all the troop types for each beligerant. 192 pages. Special price. $7.50

WRG ARMIES OF THE MIDDLE AGES Volume 2 1300 - 1500 AD A 200 page historical reference book on the organisation, tactics, dress, weapons, and history of armies of the Ottoman Empire, Eastern Europe, & the Near East from 1300-1500 AD. Nations included are: Albania, Byzantine, Catalan Company, the Golden Horde, Holy Roman Empire, Hospitallers, Hungary, the Hussites (with those cute war wagons!), Mamluks, Ottoman Empire, Poland, Teutonic Knights, the various Italian city states, etc. Includes details of major battles, 105 coats-of-arms, illustrations of all the troop types, artillery, etc. $38.00

DBM Army Packs

True 15mm Figures. Available Unpainted Only

D.Y.O. DBM ARMY: This is a special offer that applies to all DBM players. Simply post or fax us the army list that you have designed, listing which DBM Army Lists book you took it from, and the elements and the number of them that you have chosen for your army. We will then give you a quote on how much the army will cost, and you can then either quote a Master/Bank/VISA card number, or send us a cheque or money order, and we will get the army in for you, and we guarantee to give you 15% off the normal retail prices. (Does not apply to Battle Honors or Chariot or Old Glory figures.) Please note that if your army does not use Museum, AB, Hobby Products or Irregular Miniatures, the order could take 3 - 6 weeks to get in from the UK. For Biblical armies, for example, we will use either Chariot or Essex miniatures. $Quote

Mitanni 1300 BC DBM Army - 350 Points, 24 Cv(S) Chariots, 6 Cv(O) Chariots, 32 Spearmen, 32 skirmishers. Probably the best chariot army ever, with regular generals. (The armored Mitanni Chariots are stunning, new from Chariot Miniatures) $200.00

Later Hoplite Spartan DBM Army - 349 Points, 65 elements. 226 15mm figures - 3 Generals, 153 hoplites, 12 Javelinmen, 16 Cretan archers, 12 Light Horse, 18 baggage animals. (AB Figures) $125.00

Gallic DBM ARMY, 100 BC - 350 points, 93 elements. 255 15mm figures - 3 mtd Generals, 51 Cavalry, 135 Warband, 48 Skirmishers, 18 baggage animals. (Museum Miniatures) $141.00

ALEXANDRIAN MACEDONIAN 330 BC - 351 points, 63 elements. 211 15mm figures - 3 mtd Generals, 18 Companions, 6 Prodromoi, 12 Thessalians, 6 Thracian light horse, 16 Hypaspists, 96 Phalangites, 16 Agrianians, 8 Cretan archers, 18 baggage animals. (Museum Miniatures) $112.00

LATER CARTHAGINIAN 209 BC - 350 points, 64 elements. 180 15mm figures - Hannibal & 2 bodyguard, 2 mtd generals, 16 Poeni Cavalry, 12 Spanish Cavalry, 16 Libyan Light Horse, 2 elephants & crew, 16 Poeni Citizen Spearmen, 32 Hannibal's Veteran Spearmen, 16 Libyan Spearmen, 12 Spanish Scutarii, 8 Spanish Javelinmen, 8 Balearic slingers, 8 Numidian Javelinmen, 18 baggage. (Figures are by Battle Honors. Please allow 4 weeks for delivery) $165.00

POLYBIAN ROMAN 209 BC - 349 points. 157 15mm figures - 3 mtd generals, 21 Roman Cavalry, 3 Spanish Cavalry, 80 Hastati & Princeps, 20 Triarii, 18 Velites, 12 Spanish Auxiliaries, plus baggage. (Figures by Battle Honors. Please allow 4 weeks for delivery.) $135.00

Seleucid DBM Army - 350 points, 59 elements. 203 15mm Figs - 3 Mtd Generals, 26 Cataphracts, 2 Fast knights, 12 Light Horse, 16 Argyraspids, 16 Roman Argyraspids, 80 Pikes, 16 Thureophoroi, 6 Slingers, 8 Archers, 18 Baggage animals. (Museum Miniatures) $113.00

Early Imperial Roman DBM Army - 350 points, 49 elements. 191 15mm Figs - 3 Mtd Generals, 30 Cavalry, 80 Legionaries, 48 Auxiliaries, 18 Baggage animals. (Museum Miniatures) $98.00

Late Imperial Roman DBM Army - 350 Points, 59 elements. 186 15mm figures - 3 Generals, 12 Cavalry, 9 Catafractarii, 12 Clibanarii, 8 Equites Illyricani, 4 Equites Sagittarii, 48 Legionarii, 24 Supporting archers, 24 Auxilia Palatina, 12 Supporting archers, 18 baggage animals. (Gladiator Figures) $129.00

Classical Indian 321 BC 348 points, 39 elements. 143 15mm figures - 7 elephants with 4 supporting javelinmen each, 3 Superior Knight 4 horse, 6 crew Chariots, 18 Cavalry, 48 Archers, 21 Javelinmen & 18 baggage animals. (New figures by Irregular Miniatures - superb!) $127.00

Mongol 1206 - 1266 AD - 350 points, 44 elements. 106 15mm figures, including 3 generals, 17 Guard Cavalry, 18 Heavy Cavalry, 50 Superior Light Horse, & 18 baggage. *Figures by Museum (very nice!)* $89.00

Later Crusader 1250 AD - 348 points, 41 elements. 139 15mm figures - 1 CinC, 1 Templar & 1 Hospitaller General, 11 Templar Knights, 11 Hospitaller Knights, 20 Other Knights, 12 Turcopoles, 32 Foot Sergeants, 32 Military order crossbows, 18 baggage. Figures by Museum. $89.00

Mamluk Egyptian 1250 AD - 349 points, 48 elements. 123 15mm figures - 3 generals, 42 Mamluk superior cavalry, 18 Halqa ordinary cavalry, 20 Turkoman superior lighthorse, 16 auxiliaries, 10 skirmishers, 18 baggage. Figures by Museum. The successors to the Ayyubids. $100.00

100 Years War English 1410 AD - 350 points, 41 elements. 145 15mm figures - 3 Generals, 6 Mtd Knights, 24 Dismounted Knights, 80 Longbowmen, 16 Billmen, 4 Irish Kerns, 18 baggage animals. (Museum Miniatures) $73.00

Medieval French 1410 AD - 350 points, 52 elements. 160 15mm figures - 3 generals, 51 knights, nobles, sergeants, 30 French Crossbowmen, 24 Genoese Crossbowmen, 30 Brigans, 10 Ribauds, & 18 baggage animals. (Museum Miniatures) $100.00

Wars of the Roses English Yorkshire 1460 AD - 347 points, 54 elements. 181 15mm figures - 3 generals, 24 Men-at-arms, 20 Retinue Billmen, 40 Retinue Archers, 24 Shire Billmen, 42 Shire archers, 16 German pikes, 18 baggage. Figures by Museum. The successors to the Ayyubids. $100.00

CHARIOT GOLD

15mm

Late Romans, Goths & Visigoths

True 15mm metal miniatures available per pack. A stunning new range from Chariot Miniatures in the UK. Irregular or light troops have up to 4 different poses per pack. **Minimum order is 5 packs. Allow 3 weeks for delivery.**

DARK1	Gothic Mtd Command, General, War-Horn, Standard, Warrior.	$6.25
DARK2	Goth Mtd Command, Sub General, Horn, Standard, Warrior	$6.25
DARK3	Gothic Noble Cavalry/Bucellarii (4) Spear, Shield, Mail-shirt	$6.25
DARK4	Gothic Gardingi Cavalry (4)	$6.25
DARK5	Gothic Foot Warriors, round or oval shields, axes or spears (8)	$6.25
DARK6	Gothic Foot Warriors, Coffin shields, axes or spears (8)	$6.25
SPQR1	Late Roman Foot Command (8)	$6.25
SPQR13	Late Roman Legionary 3rd - 5th C. Spear, Shield (8)	$6.25
SPQR15	Late Roman Legionary, 3rd - 5th C. Sword, Shield (8)	$6.25
SPQR16	Late Roman Legionary, 3rd - 5th C. Sword, Shield, various (8)	$6.25
SPQR29	Late Roman Auxilia Palatina, Bare head, shield, spear (8)	$6.25
SPQR33	Late Roman Auxilia Palatina, Helmet, shield, spear (8)	$6.25
SPQR37	Late Roman Auxilia Palatina, Fur Cap, shield, spear (8)	$6.25
SPQR45	Late Roman Supporting Archer, Bare head, various actions (8)	$6.25
SPQR51	Late Roman Mounted Command (4)	$6.25
SPQR60	Late Roman Equites Illyricani, with separate arms (4)	$6.25
SPQR61	Late Roman Equites Cavalry (4)	$6.25
SPQR62	Late Roman Equites Cavalry with separeate arms (4)	$6.25
SPQR63	Late Roman Catafractarii (4)	$6.25
SPQR64	Late Roman Clibanarii (4)	$6.25

MUSEUM MINIATURES

15mm

Greek & Hellenistic 500 - 50 BC

True 15mm metal miniatures available separately

MUSSE1	Macedonian Phalangite (1)	$0.55
MUSSE2	Seleucid/Successor/Hellenst Phalangite	$0.55
MUSSE3	Thracian Foot with Rhomphia (1)	$0.55
MUSSE4	Peltast with crescent shld & javelin (1)	$0.55
MUSSE5	Psiloi with javelin & shield (1)	$0.55
MUSSE6	Psiloi with javelin & shield	$0.55

MUSSE7 Spartan or Later Hoplite (1) $0.55
MUSSE8 Early/Mercenary Hoplite (1) $0.55
MUSSE9 Lycian/Pamphylian/Mysian spear & shld $0.55
MUSSE10 Lycian/Pamphylian sword, round shld $0.55
MUSSE11 Persian Cavalryman armed with spear $1.10
MUSSE12 Persian Archer in trousers & tunic (1) $0.55
MUSSE13 Thracian slinger with shield & cap (1) $0.55
MUSSE14 Scythian foot archer, with fox skin cap (1) $0.55
MUSSE15 Thracian Peltast with spr,shld,greaves (1) $0.55
MUSSE16 Greek/Thracian Hv Cv w/bronze cuirass $1.10
MUSSE17 Spartan Hoplite or General, with cape (1) $0.55
MUSSE19 Illyrian Foot with shield & javelin (1) $0.55
MUSSE21 Bactrian Heavy Cavalry/Sub General (1) $1.10
MUSSE22 Scythian Heavy Cavalry, unarmord horse $1.10
MUSSE23 Scythian Foot with spear & javelin (1) $0.55
MUSSE24 Scythian Foot armed with axe (1) $0.55
MUSSE25 Scythian Cavalry on armored horse (1) $1.10
MUSSE26 Veteran/Guard Phalangite (1) $0.55
MUSSE27 Scythian Horse Archer (1) $1.10
MUSSE28 Saka Cavalry on armored horse (1) $1.10
MUSSE29 Bactrian/Sogdian/Scythian Horse Archer $1.10
MUSSC01 Seleucid C-in-C/General (1) $1.10
MUSSC02 Seleucid/Successor Companion/Agema $1.10
MUSSC03 Scythian/Armenian Horse Archer (1) $1.10
MUSSC04 Macedonian/Successor Companion Cav $1.10
MUSSC05 Seleucid/Successor Cataphract SHC (1) $1.10
MUSSC06 Tarantine Light Cavalry with Javelin (1) $1.10
MUSIE11 Macedonian Elephant w/driver & pikeman $8.25
MUSIE12 Seleucid Elephant, tower, driver, 3 crew $8.25
MUSIE14 Successor Elephant, tower, driver, 2 crew $8.25
MUSBS01 Macdu/Successr Bolt Thrower & 2 crew $5.50
MUSCA01 Greek Psiloi/Cretan archer (1) $0.55
MUSNS01 Greek Psiloi Slinger (1) $0.55
MUSCT02 Seleucid 4 Horse scythed chariot & driver $8.25

Classical/Republican Indian

True 15mm Figures by *Irregular Miniatures*.
These are the best Indian miniatures I have seen - fantastic.

IRRRC12 Indian General & Parasol Bearer & Driver on Elephant $6.50
IRRRC13 Indian Warriors (3) on Elephant with banner $6.50
MUSCT01G Indian 4 horse, 6 crew chariot with general $8.25
MUSCT01 Indian 4 horse, 6 crew chariot $8.25
IRRRC16 Indian Cavalry (1) $1.10
IRRRC17 indian Armored Cavalry (1) $1.10
IRRRC18 Indian Mounted General (1) $1.10
IRRRC19 Indian Mounted Standard Bearer (1) $1.10
IRRRC20 Indian Longbowman (1) (Several poses) $0.55
IRRRC21 Indian Javelinmen (Fast Blades) (1) $0.55
MUSIF04 Indian Skirmisher/Elphant Escort (1) $0.55
MUSIF06 Indian Maiden Guard (1) $0.55
IRRRC22 Indian Foot Officer (1) $0.55
IRRRC23 Indian Foot Standard Bearer (1) $0.55
IRRRC24 Indian Foot Dummer (1) $0.55

Celtic/Galatian/British 400 BC - 75 AD

True 15mm metal miniatures available separately

MUSGL01 Naked Fanatic w/sword & shield (1) $0.55
MUSGL02 Naked Fanatic w/spear & shield (1) $0.55
MUSGL03 Foot Warrior w/shield & sword (1) $0.55
MUSGL04 Light Infantry skirmisher, shld & jvln (1) $0.55
MUSGL05 Light Infantry Javelinman, shdl & jvln (1) $0.55
MUSGL06 Light Infantry archer (1) $0.55
MUSGL07 Cappadocian/Paphlagonian, shld & jvlns $0.55
MUSGL08 British Light Cavalry, shld & jvln (1) $1.10
MUSGL09 Medium/Heavy Cavalry, shld & spear (1) $1.10
MUSGL10 Noble Cavalry/General/CinC, mail & shld $1.10
MUSGL11 Light Infantry Slinger (1) $0.55
MUSGL12 Infantryman armed with war horn (1) $0.55
MUSGL13 Infantryman holding standard (1) $0.55
MUSGL14 Warrior in chainmail,shield,sword (1) $0.55
MUSCT04 Two Horse Chariot with driver & warrior $5.50
MUSCT04G Two Horse Chariot,driver & armored Warr $5.50

Early & Middle Imperial Roman

True 15mm metal miniatures available separately

MUSRM02 Mounted Roman CinC/General (1) $1.10
MUSRM03 Middle Imperial Legionary (1) $0.55
MUSRM04 Middle Imperial Legionary Lanciarii (1) $0.55
MUSRM05 Equites Sagittarii Legionary Lt Cav (1) $1.10
MUSRM06 Equites Alares/Cohortales Cavalry (1) $1.10
MUSRM07 Middle Imperial Auxiliary Infantry (1) $0.55
MUSRM08 Legionary Cavalry (1) $0.55
MUSRM09 Legionary Standard Bearer (1) $0.55
MUSRM10 Legionary Legionary Musician (1) $0.55
MUSRM11 Early Imperial Legionary, Lorica Segmta $0.55
MUSRM12 Early Imperial Auxiliary Infantry (1) $0.55
MUSRM13 Early Imperial Auxiliary Infantry (1) $0.55
MUSRM14 Sarmatian Lancer on Horse (1) $1.10
MUSRM15 Auxiliary Centurion (1) $0.55
MUSRM16 Auxiliary Standard Bearer (1) $0.55
MUSRM17 Auxiliary Auxiliary Musician (1) $0.55
MUSRM18 Early Imperial Legionary with Sword (1) $0.55
MUSRM19 Middle Imperial Legionary with Sword (1) $0.55
MUSRM20 Middle Imperial Lanciarii with sword (1) $0.55

Roman Gladiators

True 15mm metal miniatures available separately

MUSGD01 Thracian with shield, sica, bare head, greaves (1) $0.55
MUSGD02 Villite with shield, javelin, bare head (1) $0.55
MUSGD03 Samnite with shield, sword, helmet, armored right arm (1) $0.55
MUSGD04 Secutor with shield, sword, helmet, armored right arm (1) $0.55
MUSGD05 Late Thracian with shield, sica, helmet, greaves (1) $0.55
MUSGD06 Retiarius with net, trident, and bare head (1) $0.55
MUSGD07 Provocator with shield, spear, helmet, plate right arm (1) $0.55
MUSGD08 Myrmillo with shield, sword, helmet, armored right arm (1) $0.55
MUSGD09 Cimachaerus with two swords, both arms in plate (1) $0.55
MUSGD10 Pugiliswith armored boxing gloves (1) $0.55
MUSGD11 Gaetulian with 4 throwing darts (1) $0.55
MUSGD12 Laquarius with lasso and armored right arm (1) $0.55

1000s - 1300s AD Early Medieval

True 15mm metal miniatures available separately

MUSNI01 Light Infantry Archer (1) $0.55
MUSNI02 Medium Infantry Spearmen, kite shld (1) $0.55
MUSNI03 Heavy Infantry Spearmen, kite shield (1) $0.55
MUSNI04 Unarmored Crossbowmen (1) $0.55
MUSNI05 Medium armored archers (1) $0.55
MUSNI06 Slav Infantry with spear & kite shield (1) $0.55
MUSNI07 Heavy Infantry with 2 handed axe (1) $0.55
MUSNI08 Viking Berserker with axe (1) $0.55
MUSNI09 Viking Berserker with sword (1) $0.55
MUSNI10 Viking Bondi Archer (1) $0.55
MUSNI11 Viking Bondi Spearmen with sword (1) $0.55
MUSNI12 Viking Bondi Spearmen with sword (1) $0.55
MUSNI13 Viking Skirmisher, javelin, shield (1) $0.55
MUSNI14 Viking Bondi Spearmen with spear (1) $0.55
MUSNI15 Viking CinC on foot, sword & shield (1) $0.55
MUSNI16 Viking Huscarl with axe (1) $0.55
MUSNI17 Staff Slinger light infantry (1) $0.55
MUSNI18 Viking Ulfhednar with sword (1) $0.55
MUSNI19 Viking/Norman Hvy Inf, spr, shld (1) $0.55
MUSNI25 Crusader Crossbowman, armored (1) $0.55
MUSNI26 Crusader Archer, chainmail hauberk (1) $0.55
MUSNI27 Crusader Foot Knight, swrd, shld (1) $0.55
MUSNI28 Crusader Foot Knight with mace, shld (1) $0.55
MUSNI29 Crusader Foot Knight w/spear & shld (1) $0.55
MUSNI30 Crusader Heavy inf w/spear & shld (1) $0.55
MUSNI31 Amored crossbowman (1) $0.55
MUSNI32 Crusader Foot Knight w/swrd & shld (1) $0.55
MUSNI34 Crusader General on foot, swrd,shld (1) $0.55
MUSNI36 Crusader Foot Knight with axe (1) $0.55
MUSNI37 Teutonic Foot Knight with mace, shld (1) $0.55
MUSNI38 Crusader Foot Knight with sword,shld(1) $0.55
MUSNI39 Teutonic Foot Knight with sword,shld (1) $0.55
MUSNI40 Teutonic Foot Knight with lance,shld (1) $0.55
MUSNC01 Mtd Norman Caballarii (c 850 AD) (1) $1.10
MUSNC02 Mtd Norman Knight w/lance & shield (1) $1.10
MUSNC03 Mtd Norman Knight w/lance & shield (1) $1.10
MUSNC04 Mtd Norman Retainer, mediium cav (1) $1.10
MUSNC10 Mtd Crusader Turcopoles firing bow (1) $1.10
MUSNC11 Mtd Crusader Turcopole with javelin (1) $1.10
MUSNC12 Mtd Norman CinC (1) $1.10
MUSNC13 Mtd Crusader Templar Knight (1) $1.10
MUSNC14 Mtd Crusader Hospitaller Knight (1) $1.10
MUSNC15 Mtd Crusader Hospitaller Knight w/swrd $1.10
MUSNC16 Mtd Crusader Sergeant w/lance (1) $1.10
MUSNC17 Mtd Crusader Knight with lance/shld (1) $1.10
MUSNC18 Mtd Crusader Brotherknight (1) $1.10

1300s - 1500s AD Medieval Europe

True 15mm metal miniatures available separately

MUSMD01 Unarmored English Longbowman (1) $0.55
MUSMD02 Armored English Longbowman (1) $0.55
MUSMD03 Unarmored Welsh Longbowman (1) $0.55
MUSMD04 French Crossbowman (1) $0.55
MUSMD05 Genoese Crossbowman (1) $0.55
MUSMD06 French Archer with bow (1) $0.55
MUSMD07 Welsh Knifeman, long knife & shield (1) $0.55
MUSMD08 Welsh Spearman, spear & shield (1) $0.55
MUSMD09 False French Town Militia, spear,shield $0.55
MUSMD10 Brigand with 2handed weapon (1) $0.55
MUSMD11 Heavily Armored English Longbowman $0.55
MUSMD12 Foot Knight with mace & shield (1) $0.55
MUSMD13 Foot Knight with axe (1) $0.55
MUSMD14 Foot Knight with sword & shield (1) $0.55
MUSMD15 Billman (1) $0.55
MUSMD17 Mounted EHK Men-at-Arms (1) $1.10
MUSMD18 Mounted Household Men-at-Arms SHK $1.10
MUSMD19 English Lesser Mtd Men-at-Arms HC (1) $1.10
MUSMD20 French/Continental Mtd M-at-Arms SHK $1.10
MUSMD21 French Mounted Sergeant HC (1) $1.10
MUSMD22 Mounted Hobilar with Lance (MC) (1) $1.10
MUSMD23 Mounted Archer/Longbowman (1) $1.10
MUSMD24 Later Mounted Man-at-Arms SHK (1) $1.10
MUSMD25 Later Mounted Man-at-Arms SHK (1) $1.10
MUSMD26 Retinue Armored Billman (1) $0.55
MUSMD27 Retinue Armored Longbowman (1) $0.55
MUSMD28 Mounted Shire Levy Hobilar MC (1) $1.10
MUSMD29 Shire Levy Billman (1) $0.55
MUSMD30 Burgundian Handgunner (1) $0.55
MUSMD31 Irish Kern Light Infantry (1) $0.55
MUSMD32 Mounted Retinue Billman (1) $1.10
MUSMD33 Mounted Retinue archer with longbow $1.10
MUSMD34 Burgundian Armored Pikeman (1) $0.55
MUSMD35 Mounted, armored crossbowman (1) $1.10
MUSMD36 Mounted CinC or Sub-general (1) $1.10
MUSMD43 Later Men-at-arms on foot with sword (1) $1.10
MUSMD44 Later Men-at-arms on foot with sword (1) $1.10
MUSMA03 Medium Bombard & Crew $8.25
MUSMA02 Small Wheeld Bombard & Crew $5.50
MUSMA01 Organ Gun & Crew $5.50
MUSMA04 Small Wheeled Mantlets (4) $5.50

15mm Equipment

By Museum or Irregular Miniatures

MUSPH01 Pack Horses (3) $2.20
MUSAC80 Pack Camels (3) $5.50
BAABAA1 Sheep (3) $1.10
MOOMOO2 Cows (2) $1.30
GRUNT3 Pigs (3) $1.10
BLEAT4 Goats (3) $1.10
SNORT5 Bison (2) $1.30
SPITSPIT6 Pack Camel (1) $1.30
SPITSPIT7 Camel (1) $1.10
RAWHIDE8 Long Horn Cattle (2) $1.30
MEHMEH9 Lambs (4) $1.10
WOOF10 Labrador (it's a dog) $0.55
GROWL11 Alsatian (it's a dog too) $0.55
HUMP12 Pack Mules (2) $1.30
PHEW13 Mules (2) $1.10
GEEGEE14 Horse (2) $1.10

15mm Peasants

By Irregular Miniatures

Female Peasant on Foot $0.55
Priest on Foot $0.55
Woodsman on Foot $0.55
Shepherd on Foot $0.55
Nouveaux Rich Peasant on Horse $1.10

15mm Defenses

By Irregular Miniatures

Earthern Bank with Wooden Palisade 40mm wide $4.00
Wooden Palisade 40mm wide $1.30
Stone Parapet with Stone Wall 40mm wide $4.00
Stone Wall 40mm wide $1.30
Earthern Ditch 40mm wide $4.00
Medieval Tent 35mm wide $4.00

DBM Metal Bases

2mm thick, flat metal bases with vertical sides and sharp corners & edges

15mm x 40mm (for use with 15mm scale) $0.55
20mm x 40mm (for use with 15mm scale) $1.10
30mm x 40mm (for use with 15mm scale) $1.65
40mm x 40mm (for use with 15mm scale) $2.00

AB ANCIENTS

The best ancients figures I've seen, by far, but around 18mm tall.

Ancient Greeks

ABGR1 Front Rank Hoplite (1) 2 types $0.70
ABGR2 Rear Rank Hoplite (1) 2 types $0.70
ABGR3 Front Rank Spartan (1) 2 types $0.70
ABGR4 Rear Rank Spartan (1) 2 types $0.70
ABGR5 Nude Hoplite (Boetian/Theban) (1) 2 types $0.70
ABGR6 Cretan Archer (1) 2 types $0.70
ABGR7 Spartan Officer (1) $0.70
ABGR8 Hoplite Officer (1) $0.70
ABGR9 Pipe Player (1) $0.70
ABGR10 Horn Player (1) $0.70
ABGR11 Thessalian Cavalryman (1) $1.40
ABGR12 Athenian Cavalryman (1) $1.40

Eureka Miniatures Catalog

As you may or may not know, Museum, Irregular, AB, and Full Thrust miniatures are all cast here in Melbourne under licence by Eureka Miniatures. Eureka Miniatures also produce a magnificent half an inch thick catalog, which contains hundreds and hundreds of black and white photographs of almost all the massive range listed in the catalog. We are proud to announce that we are now offering the entire Eureka Miniatures range. Simply buy this catalog, have a look at the photos, and order the codes from us as per usual, pay for the titles according to the price code at the begining of the catalog, and we will send the items to you. Please note that most items ordered from the Eureka Miniatures catalog may take one week for delivery (or longer if it is a *really* big order. All Eureka orders are cast-up specially for us, and normally delivered to us on the following Monday.) *Please also note that when ordering "100 piece armies" etc from this catalog, that a horse and rider counts as two pieces, even if moulded in one piece.* Please note that Gladiator have decided to end Eureka's license on their range. So Eureka will not be selling any more Gladiator from the end of January '99.

Eureka Miniatures Catalog $16.00

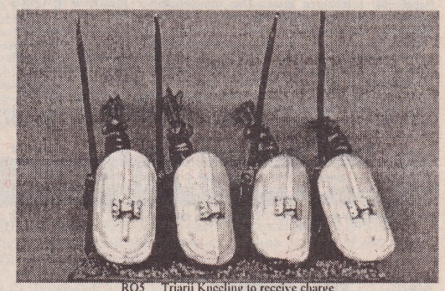
BATTLE HONORS

By Tony Barton

These are the best Polybian/Camillan/Republican 15mm Romans I have seen. I took one look at the figures, and immediately hunted down the supplier in England, bought myself the army, and decided to run the figures in this catalog too. All the shields are separate, as are most of the pilum and spears. Stick the shields at slightly different angles, and the figures look alive. *(Minimum order is ten packs. Allow three weeks for delivery.)*

Polybian Roman

RO1 Velite with separate shield & javelin (8) $5.95
RO2 Hastati/Poor Princeps, standing with pilum, square armor (8) $5.95
RO3 Hastati/Poor Princeps, throwing pilum, square armor plate (8) $5.95
RO4 Princeps (or Triarii), mail shirt, standing with spear (8) $5.95
RO5 Triarii Kneeling to receive charge, mail shirt, spear, (8) $5.95
RO6 Infantry Command Group (5) $5.95
ROC1 Roman/Italian Cavalry, mail shirt, javelin, shield (3) $5.95
CGC6 Use as Roman Mounted Command (3)* $5.95
* Actually Carthaginian mounted command group.



RO5 Triarii Kneeling to receive charge

Carthaginian

CG1 Citizen Infantry (8) (Auxilia) $5.95
CG2 Citizen Infantry (8) (Auxilia) $5.95
CG3 Libyan Spearmen (8) with long thrusting spear $5.95
CG4 Hannibal's Veteran Spearmen (8) with long thrusting spear $5.95
CG5 Libyan Javelinmen (8) $5.95
CG6 Numidian Javelinmen (8) $5.95
CG7 Spanish Scutarii (8) $5.95
CG8 Balearic Slingers (8) $5.95
CG9 Spanish Javelinmen (8) $5.95
CG11 Carthaginian Infantry Command (5) $5.95
CGC1 Poeni Carthaginian Cavalry (3) $5.95
CGC2 Libyan Cavalry (3) $5.95
CGC3 Spanish Cavalry (3) $5.95
CGC6 Carthaginian Mounted Command (3) $5.95
CGC7 Hannibal and Two Companions (3 mounted) $5.95
CGC9 Elephant & Crew (this is a *huge* elephant) $20.00

Ancient Greek

GR7 Thracian Peltast (8) $5.95
GR9 Stone Thrower (8) $5.95
GR10 Thessalian Javelinmen (4 with shield, 4 with no shield.) $5.95

Days of Knights

Chipco **Days of Knights** Chipco's simple, brief medieval rules, from 1250-1500 AD. Includes army lists for the more important armies of the day, rules for generating special characters, can be used with 15mm or 25mm figures, rules for holy relics, army standards, omens, portents; movement & combat based on previous Chipco miniatures games. $24.00

Armati

QUA **ARMATI**
By Arty Conliffe, who brought us *Spearhead* and *Tactica*. These rules are for ancient, medieval and Renaissance miniatures wargaming, and are basically a completely re-done version of *Tactica*. 130 armies are included, divided into six periods. Emphasizes careful battle planning and execution on the part of the player-general. Units operate in divisions but fight as units. These rules do not allow free-wheeling unit maneuvers common to other rules sets. Unit movement is more controlled, especially when in close proximity to the enemy. Soldier types are determined to how they fought, not according to weapons and armor. Different armies have different flexibilities. $29.00
Advanced Armati With new army lists for all the armies that give a core and optional troops to allow more variety in armies, an elegant points system, supports historical matchups and cross-period play, added tactical options, new rules for maneuvering, melee break-off, terrain use, special rules for English Civil War and the 30 Years War, a fast-play campaign system, and ten famous campaigns are provided. $28.00

Renaissance

D.B.R.

WRG **DBR Wargames Rules for Renaissance Battles** The DBM rules converted at last to the Renaissance period, covering the period 1494 - 1700 AD. These are the simplest set of Renaissance rules available, while retaining the full feel and generalship of 16th & 17th century battle. No order writing of record keeping is necessary. Troops are defined according to their battlefield function. Some troops classes are the same as DBM, with some dropped, some changed, and others added. The rules recreate an era of cumbersome and slow formations. Troop types include Lancers, Pistoliers, Sipahis, Light Horse, Camelry, Dragoons, Pikes, Shooters, Blades, Bows, Warband, Hordes, Artillery, etc. The game is extremely fast moving. $16.00
DBR. ARMY LISTS BOOK 1 Covers the Great Italian Wars: the Valois-Hapsburg-Tudor Wars; Armies of the Turkish Wars; Armies of the Chinese and Japanese Wars;; Armies of the Americas, and Armies of the Reformation. $16.00
DBR ARMY LISTS BOOK 2 This book has army lists covering the early European northern wars, the Thirty Years War and Great Rebellions and the Moghul Conquest of India. $16.00
DBR ARMY LISTS BOOK 3 Armies of the Eastward Colonial Expansion and of the European Enlightenment. $16.00
DE BELLIS CIVILE Scenarios for English Civil War battles using DBR, by WRG, set in 1642-43. Contains 18 battle scenarios which range from minor skirmishes to major battles such as Edgehill and the first battle of Newbury. This battles cover the early part of the war, before the New Model Army. Include background and army lists for each battle. $16.00
DE BELLIS CIVILE 1644-1654 Scenarios for English Civil War battles using DBR, by WRG, set in 1644-54. This volume covers a number of small field actions and larger actions set at the end of the First Civil War such as Cropredy Bridge, Marston Moor and Naseby. $16.00

18th & 19th Century

Chef De Bataillon

EMP **CHEF DE BATAILLON**
A rules system that portrays tactical warfare in the Napoleonic period. It is designed to be a fun, easy to learn and easy to use set of rules. With a fast moving pace, the rules make battles advance quickly to reach the crisis point - sometimes too rapidly for a complex plan. The rules fill a missing component in the entire spectrum of Napoleonic miniatures gaming - you have been able to fight major battles and even entire campaigns, but now you can re-fight regimental and brigade actions that occured within the large battles in a manner preivously unavailable. The rules vividly bring into life the capabilities of troops and weapons and the effects of terrain in a new and innovative way. But most importantly, the rules place you at the head of the troops - you must provide the leadership. With 196 page rulebook, 65 pages of charts & data, 2 counter sheets, etc. $50.00

Empire

EMP **EMPIRE**
By The Emperor's Headquarters, these are perhaps the most famous Napoleonic miniatures rules. The comprehensive, illustrated EMPIRE rulebook carefully describes the proven Telescoping Time concept which allows you to accurately simulate a Napoleonic battle in the most time-efficient manner yet possible. You are cast in the role of a real corps or army commander, allowing you to synthesize grand-tactical decision-making with consideration of tactics. Detailed leader ratings allow personalities to function on the miniatures table like they did in real life. With detailed appendices that describe troop and leader ratings, morale, firepower, changing combat performance by campaign year, etc. With a sturdy 3 ring binder, one sheet of counters, 7 charts. $50.00

Empire Campaign System
Tired of having to adopt boardgames as rules for your miniatures campaigns? Not any longer! Now the Empire Campaign System brings you a Napoleonic campaign system designed exclusively with the miniatures wargamer in mind. The maneuvers into battle and pursuit thereafter all neatly tie together. With a large color map of Saxony, reduced scale game maps, campaign charts, rules, 520 counters, etc. $15.00

Fire and Steel

WRG **FIRE AND STEEL**
Skirmish wargames rules for the period 1700 - 1900. The rules were written to provide a fast moving game, lasting from one to two hours. For two or more players, each with up to 8 figures. Gives troop specifications for Seven Years War and Napoleonic battles, Indian Mutiny against Colonial English, the American Civil War, Sudan Campaigns, American Indians, etc. $13.50

Flint & Steel

COA **FLINT & STEEL 1740 - 1789 RULES**
Brand new rules from Clash of Arms, being miniatures rules for the American Revolution and the Age of Reason. Suitable for 5mm, 10mm, 15mm, 20mm, 25mm or 30mm figures, and a sheet of top down figure stand templates is provided with the rules so that you can play even without owning any figures! The rules are comprehensive and play quickly, and give ratings and details for almost 700 individual American, British, German, French and Indian units from the American Revolution, as well as ratings on over 500 different types of units for 26 different armies between 1740-89. Performance data on over 50 kinds of artillery. $34.95

From Valmy to Waterloo

COA **FROM VALMY TO WATERLOO**
A game in which the grand tactical and tactical levels are defined but remain separate in play. On the grand tactical level the gamer must determine the overall objectives for the army, and on the tactical level, the player must then attempt to achieve these objectives with the figures he commands on the tabletop. As these rules reflect history, the gamer must learn the basics of tactical combat. The great advantage is that the rules will also, as you play them, teach you these historical tactics. Cavalry must be handled delicately. They should be used in two lines, casualties tend to be light, disorganised units are easy prey to organised ones. Artillery can be devastating, so don't attack them with units being too close together. Keep a second line in reserve to replace the first line if it takes too many casualties. For infantry it is more important to launch a well prepared assault than to charge in with a horde of units. Includes a 96 page rulebook (not too complicated!), 4 scenarios, cheat sheet book, 210 counters, 20 unit cards, templates. $40.00

Battles of the French Revolutionary & Napoleonic Wars, Volume 1. Contains 11 diverse scenarios ranging from 1797 to 1814. Each scenario has its own map. Order of Battle, chain of command, victory conditions, etc. Battles include Albuera, Auerstaedt, Raab, Rivoli, Saguntum, Talavera, etc. $30.00

Napoleon's Battles

AVA **NAPOLEONS BATTLES**
Rules for grand tactical brigade-regimental warfare from 1792 to 1815. Includes unique mechanics that stress Command-Control & player interaction. One 15mm figure represents either 120 infantry or 80 cavalry, with 1 artillery base per battery. One turn = 30 minutes, one inch = 100 yards. Features an introduction (32 pages), a scenario book with 8 battles and DYO (48 pages), a rulebook with three complexity levels (36 pages), reference cards, templates, and 186 counters. Over 350 troop types, all nationalities, and 800 leaders are rated for their abilities. Counters are included for those without miniatures. By Avalon Hill. $45.00

Principles of War

WRG **Napoleonic Principles of War**
Miniatures wargames rules for conflicts between 1792 and 1815. These rules feature a simple mechanism that emphasises command and control. Each unit represents a regiment or brigade. Also has detailed army lists for most nations involved. Caters to 25mm, 15mm or 6-10mm. Units are rated for being regular or irregular, and for using the French or Prussian or irregular system of warfare. Orders include attack, engage, hold, or retire. $22.50

Shako

QUA **SHAKO**
By Arty Conliffe, who brought us *Spearhead* and *Tactica*. These are multi-level Napoleonic rules that allow you to fight mid-sized Napoleonic battles using infantry Battalions and Cavalry regiments. Or you can fight epic clashes like Waterloo using entire Divisions and Brigades. The command system emphasizes player generalship and rewards good planning. All major tactical doctrines are represented, so armies look and maneuver as they did historically. 20 Napoleonic army lists are supplied. Playable with any Basing System. Also includes Seven Years War with 9 army lists. $27.00

Fields of Glory 18 scenarios, including Spanish against French in 1808, Wellesley in 1808, Raab 1809, Austrians against Polish in 1809, the Russian Guard at Austerlitz, Plancenoit in Waterloo, Wavre 1815, etc. $27.00

They Died for Glory

QUA **THEY DIED FOR GLORY**
The Franco-Prussian War, 1870-71. This war ushered in a new era in warfare. Breachloading guns replaced outdated muzzle loading rifles. Breachloading Krupp artillery and the French machinegun made their appearances. Mass cavalry charges and assaults by columns of infantry resulted in huge casualties. Easy to learn and play, written especially for 15mm, players can build a division, corps or army. Eleven scenarios. $25.00

Warfare in the Age of Reason

EMP **WARFARE IN THE AGE OF REASON 2nd Ed**
By The Emperor's Headquarters, an easy to learn set of miniatures rules for the 18th Century. Tactical, campaign and siege sections can be used together or separately to let you refight battles from Marlborough to George Washington. The tactical rules use simple but in-depth mechanics to portray the fighting styles of the period. The elegant Campaign system is designed to keep book keeping chores to a minimum while allowing players to exercise grand strategy. Smooth translation rules from map to tabletop. With army lists for the campaigns of Marlborough, the Great Northern War, the Wars of Frederick the Great, the French and Indian War, the Jacobite Rebellions, Clive's Conquest of India, and the American Revolution. Has 119 tactical maps and a campaign map of Europe, India, and American Colonies. This is the all new 2nd Edition. $35.00

15mm Buccaneers

Each figure has up to 6 variations

VB1 Buccaneer General/Captain	$0.55
VB2 Buccaneer Cimaroon with Musket	$0.55
VB3 Buccaneer with pistol and cutlass	$0.55
VB4 Buccaneer with musket held over the head	$0.55
VB5 Buccaneer with halfpike	$0.55
VB6 Bucanneer artillery crew	$0.55
Bucaneer Army 8 officers, 4 Cimaroons, 52 Musketeers, 32 pikemen, 46 men with pistol and cutlass, 2 cannons and crew	$78.00

AB 15mm Napoleonics

AB offer the very finest in 15mm Napoleonic. Beautifully sculpted and detailed, each type comes in a number of variations. The number of variations on each code varies from type to type, and can range from 1 to 10 variations. When you order you will be supplied with a random selection of variations within that figure type.

If you want to see a complete list of all AB Napoleonic figures, please buy the **Eureka Catalog**, which has B&W photos of all the figures. $16.00

Napoleonic HaT Figures

1/72nd scale *hard*-plastic figures

HaT8001	French Marmalukes (12 cavalry)	$11.50
HaT8002	Prussian Dragoons (12 cavalry)	$11.50
HaT8005	Prussian Uhlans (12 cavalry)	$11.50
HaT8006	Russian Cossacks (12 cavalry)	$11.50
HaT8007	Prussian Artillery (48 pieces)	$11.50
HaT8008	Brunswick Avante Guard infantry (45 pieces)	$11.50
HaT8009	French Dragoons (12 cavalry)	$11.50
HaT8010	Russian Artillery (48 pieces)	$11.50
HaT8011	French Light Lancers (12 cavalry)	$11.50
HaT8012	Russian Dragoons (12 cavalry)	$11.50
HaT8013	French Imperial Horse Grenadiers *Due Nov '98*	$11.50
HaT8014	King's German Legion Cavalry *Due Nov '98*	$11.50
HaT8015	Austrian Cuirassiers *Due Nov '98*	$11.50
HaT8016	Russian Cuirassiers *Due Nov '98*	$11.50
HaT7006	Prussian Landwehr infantry (45 pieces - soft plastic)	$11.50
HaT7008	Waterloo French Infantry *Due Nov '98*	$11.50
HaT7009	Waterloo British Infantry *Due Nov '98*	$11.50

Tabletop Complete Armies

Napoleonic Army Starter Set $79.95
Warfare in the Age of Reason Rules, and over 100 15mm French & British excellent AB figures, incl. infantry, cavalry, artillery. Note that cavalry count as two figures, artillery count as several pieces.

19th Century USA

Deadlands

PEG **THE GREAT RAIL WARS**
The year is 1876, but the history is not our own. The American Civil War rages on. Most of California has fallen into the Pacific. The Sioux Nations have reclaimed the Dakotas. The dead walk among us. Miners have discovered ghost rock, a wonder fuel that powers the many, mad steampunk devices that the North and South need to crush their hated foes. This is a skirmish level game of this world. With an 80 page rulebook, 16 page army book, 33 full color troop cards (including Buffalo Hunters, Gunmen, Gatling Guns, Clockwork Tarantulas, Ronin, CSA Troopers, Sharpshooters & Texas Rangers, USA Troopers, Sharpshooters & Pinkertons, Wolves, Walkin' Dead, etc!) 60 color counters, 6 Bounty Trackers, Boom! and flamethrower templates, 4 card-stock western buildings, 35 poker chips, dice, and 17 great 35mm pewter miniatures, being 10 gunmen, 5 walkin' dead, a gunslinger & a huckster. Great value! $99.00

THE GREAT RAIL WARS Reinforcements Features extra copies of the unit cards you got in the *Great Rail Wars* boxed game. There are at least two copies of all the troop cards plus 6 color versions of the premade heroes featured in the *Great Rail Wars* rulebook. Also most frequently asked questions. 18.00

A Fistful O' Ghostrock 80 page campaign book has new rules for 1-on-1 duels, new troop types and three terror filled campaigns. Each tale has individual briefings for the railroad, secret events that occur during battles, and stories that evolve as you play to their shocking conclusions. $25.50

Deadlands Miniatures

35mm metal figures.

PEG1201	Undead Gunslinger	$6.00
PEG1202	Masked Man	$6.00
PEG1203	Buffalo Soldier	$6.00
PEG1204	Huckster	$6.00
PEG1205	Mad Scientist	$6.00
PEG1206	Indian Brave	$6.00
PEG1207	Shaman	$6.00
PEG1208	Preacher	$6.00
PEG1209	Saloon Gal	$6.00
PEG1210	Pinkerton	$6.00
PEG1211	Texas Ranger	$6.00
PEG1212	Range Gal	$6.00
PEG1213	Sawbones	$6.00
PEG1214	Gunslinger	$6.00
PEG1215	Huckster	$6.00
PEG1216	Muckraker	$6.00
PEG1217	Hangin' Judge	$6.00
PEG1218	Pyro Master	$6.00
PEG1219	Demolitionist	$6.00
PEG1220	Voodoo Houngan	$6.00
PEG1221	Witch	$6.00
PEG1222	Gal with no Name	$6.00
PEG1500	Gunmen (5)	$26.50
PEG1501	USA/CSA Troopers (5)	$26.50
PEG1502	Scouts (5)	$26.50
PEG1503	Gatling & Crew (5)	$26.50
PEG1504	Walkin' Dead (5)	$26.50
PEG1505	Automatons (5)	$26.50
PEG1506	Cannon & Crew (5)	$24.50
PEG1507	Devil Bats (5)	$26.50
PEG1508	USA/CSA Sharpshooters (5)	$26.50
PEG1509	Texas Rangers (5)	$26.50
PEG1510	Tong Gang (5)	$26.50
PEG1511	Rail Crew (5)	$26.50
PEG1512	Buffalo Hunters (5)	$26.50
PEG1513	X Squad with Jet Packs	$36.00
PEG1514	Wolves	$26.50
PEG1516	Nosferatu	$26.50
PEG1517	Ronin	$26.50
PEG1518	Pinkertons	$26.50

Fire & Fury

QUA **FIRE & FURY**
An innovative game system using miniature armies to recreate battles of the American Civil War. The game emphasizes playability without sacrificing historical accuracy. The rules offer everything you look for in a Civil War game, unit quality, leader effectiveness and casualties, morale, command control, weapons effectiveness, ammo supply, and fog of war. The basic combat unit is the brigade of infantry or cavalry. Has five scenarios. No remounting of figures is necessary. $30.00

Great Western Battles Scenario Book Seven new scenarios, with maps, special rules, historical background, order of battle. Scenarios are Shiloh 1862, Corinth 1862, Stones River 1862, Champion Hill 1863, Chickamauga 1863, and Atlanta 1864. $18.00

Great Eastern Battles Scenario Book At last we found this much sort after title! New scenarios, with maps, special rules, historical background, order of battle. Scenarios are First Bull Run 1861, Seven Pines 1862, Gaines' Mill 1862, Frayser's Farm 1862, Cedar Mountain 1862, Second Bull Run 1862 and Antietam. $22.00

Johnny Reb III

JOH **Johnny Reb III** 3rd Edition. Infantry uses a scale of one figure equals 30 men. This means that an infantry regiment of 16 miniature figures, being four stands of four figures per stand - represents a 480 man regiment. Each artillery piece represents one battery, with two or three crew, representing two or three sections within the battery. This version of the rules is greatly streamlined, with the vast array of tables and charts from previous editions being replaced with a system that required only one single sheet for almost all the info needed for play. The regiment is the basic building block of the rules. A simplification of combat and charge systems the play of much larger games are possible. 96 pages, 240 counters, 4 copies of the Quick Reference Chart. $40.00

Principles of War

WRG **Principles of War Waterloo to Mons**
Miniatures wargames rules for regular and colonial conflicts in the 19th Century, from the end of the Napoleonic wars to the beginning of WWI. These are a complete set of rules, which again emphasise command & control. Has army lists for the major nations between 1870-80, and a selection of colonial armies, such as zulu and American Indian. New weapons include machine guns. $22.50

Colonial Army Lists 1838 – 1915 Covers early, high and late colonial periods, with lists for Afghans, Boers, Japanese, Sikh, British, French, Mexican, Spanish, American Indians, Zulu, Peking, etc. $16.00

Continental Army Lists 1820 – 1869 Army lists cover Greece, Russia, Turkish, Austrian, British Crimean, Russian Crimean, US Union and US Confederate, US Cavalry, etc. $16.00

Continental Army Lists 1870 – 1915 & Russian Civil War Covers the late 19th Century Continental armies pre-WWI, Continental armies during WWI, and the Russian Civil War. $16.00

Stars 'N' Bars

EMP **STARS 'N' BARS**
3rd Edition. This is The Emperor's Headquarters exciting, accurate and comprehensive rules system for simulating the American Civil War. Each player controls entire brigades, divisions adn even corps-sized formations. This is possible by the use of the proven Telescoping Time Concept. The personality rating system makes the historical personalities come alive. You are challenged to play their role and are confronted with the problems that were once those of Robert E Lee, George A Custer, etc. You now lead the famous brigades, divisions, and corps and refight the epic battles of this war. Includes comprehensive rule book, counter sheet, play aid cards. $24.00

Warpaint

EMP **WARPAINT Cavalry & Indian Wars**
This is a popular recent release by The Emperor's Headquarters. Warpaint is s set of rules specifically designed for 25mm figures (but can be used with 15mm) that enables you to recreate the endless battles and skirmishes that characterized the frontier that was the American Wild West. It features a quick play system that will not bog the gamer down, while still retaining much of the flavor of the period. The rules are written at a scale of 1 figure represents 5 cowboys or Indians, but an advanced option lets you play 1 to 1 scale, so that you can relive battles such as the OK Corral. Thirteen scenarios split between both scales will have you fighting Indians, surrounding Custer, defending wagon-trains, and resolving gun fights. $24.00

25 Piece 15mm Indian Army Pack	$15.00
25 Piece 15mm US Cavalry Army Pack	$15.00
50 Piece 15mm Indian Army Pack	$27.00
50 Piece 15mm US Cavalry Army Pack	$27.00

(Note, mounted Indians & Cavalry count as 2 pieces)

HaT8004 Union Zouves infantry (45 pieces, 1/72nd scale, plastic) $11.50

Tabletop Complete Army

American Civil War Starter Set $85.00
Includes a popular set of US Civil War Miniatures Rules, and over 100 excellent 15mm AB figures, with Union and Confederate soldiers, including infantry, cavalry & artillery. Note that cavalry count as two figures, artillery as several.

Zulu Wars Army Starter Set $69.95
Fields of Honor Rules, and 100 15mm Zulu and British Colonial figures, made by Irregular Miniatures. Note that cavalry count as two figures.

WW1, 2 & Modern

Challenger 2000

TAB **CHALLENGER 2000**
This new version of Challenger is both updated and revised, making a must for all modern miniatures gamers. Changes include new move sequence, new morale, Explosive Reactive Armor, new missiles, etc. The rules cover battlegroup combat from 1950 to 2000's. Each micro-scale (1/285th or 1/300th) miniature in the game represents one AFV, weapon, for man. The 66 page rulebook includes reference charts, a beaten-zone template & 170 markers. The popularity of this product is due to it's comprehensive detail & excellent tactical integration of the combined-arms doctrine. Mechanics cover the command network, communication, multirole ordinance, electronic & NBC warfare, engineering, helicopter operations, air support, and much more. $16.00

Modern Equipment Handbook $15.00

Clash of Armor

COA **CLASH OF ARMOR**
Uses a unique Activation System based on Command Quality and a scale of 1 unit equalling 1 platoon, this game allows the gamer to simulate combat using historical troop ratios. Multidivisional battles can be played on a 4'x8' playing surface, and play completed within six hours. Clash of Armor governs time differently from most other miniatures rules. A unit activation system allows units to perform activities according to the logic of a player's strategy. The game allows players to push their units to greater levels of activity, but at the cost of greater fatigue and disorganisation. Enemy units can also respond to these actions, but also at the cost of fatigue etc. The system is quite good, and favours German units flexibility over that of Russians, for example. 64 pages, and includes unit organisations, vehicle, gun and troop charts with stats, etc $35.00

FROM GOLAN TO SINAI Arab Israeli Wars 1956-73 Containing six scenarios spanning three wars, this Module includes all the supplemental rules and data needed to carry the Clash of Armor system through the Arab-Israeli wars until 1973. Each scenario includes a map, a brief historical commentary and unit organisations and equipment. All new vehicles and guns are provided with all relevant stats. $25.00

ROMMEL'S BATTLES Contains six scenarios covering Rommel's entire combat span in WWII. The actions are balanced and varied; the Germans are attacking in scenarios 1 & 3, defending in 6, counterattacking in 5, and involved in meeting engagements in 2 & 4. They cover France 1940, North Africa 1941-42, and France 1944. $22.50

Command At Sea

COA **COMMAND AT SEA The Rising Sun**
A WWII Tactical Naval Combat System in the league of Harpoon, in fact, written by the same people who did Harpoon. The game is a grand tactical system, with each ship and plane given all relevant stats in the Ship and Data Annex book included. No maps are used, the counters are used on your loungeroom floor or a large table, just as in miniatures games. The game emphasizes technical and historical accuracy, woven into a streamlined easy to follow rules structure that keeps the action fast paced and fun. Combat resolution is built around a single die roll philosophy that keeps the players focusing on the battle and not rules. Extensive historical data and scenarios are included - even a map of Pearl Harbor and the location of all the US ships in one. With 140 colorful ship counters, 260 aircraft, basic rules, scenarios, ship & data annex, a scenario generator to let you build your own, and a jumpstart book that gets you playing in an hour. $70.00

COMMAND AT SEA PLAYERS HANDBOOK A 32 page handbook that is a collection of the charts and combat results tables that appear in the standard rules booklet. Designed for quick reference, the booklet provides all the charts and tables needed for fast tactical play. $10.00

NO SAILOR BUT A FOOL Coastal Actions in WW II A 64 page book with 210 counters representing ships from motor boats to battleships and aircraft, shore batteries, shore installations, amphibious assault troops. "No sailor but a fool fights a fortress." Said Sir Horatio Nelson. But in WW II some had to be fought. So this book has seven scenarios including Oslo 1940, Operation Sea Lion, etc. You must own CommandAtSea or Supermarine I. $27.00

Painters Guide to World War II Naval Camouflage 54 page book combining descriptions and diagrams of the most important schemes and techniques of the American, British, French, German, Italian, Japanese, Russian, and other navies. $22.50

SUPERMARINA I This is a complete game of the War in the Mediterranean from 1941 - 1943, and portrays the struggle for naval supremacy in the Mediterranean Sea, the vital supply link for Axis forces in North Africa. With 24 scenarios from submarines verses convoys to battleships and cruisers slugging it out off Cape Teulada. The Data Annex book gives all the technical info. Several scenarios are highly suited to solitaire play. With 150 counters of Italian and British ships, 240 aircraft counters, 30 info counters, rules, dice, etc. $70.00

Supermarina I: First Part of the Mediterranean War A 64 page book full of scenarios and historical commentary of the action in the Mediterranean, June 1940-41, and so includes the German invasion of Crete, with air and sea elements. Good reading. $17.00

Supermarina I: Data Annexes - Ships & Aircraft A book crammed full of aircraft and ship data annexes for all the ships and planes that took part in the naval war in the Mediterranean from Sept 1939 - Nov 1942. Each ship and plane has full stats. $25.00

Supermarina 1: Counter Sheet Two counter sheets printed back to back with full color ships and aircraft for Australia, Italy, England, and Germany (just air-craft). $27.00

SUPERMARINA II Part II of the Mediterranean War, July 1941 to August 1942, portraying the struggle for naval supremacy in the Mediterranean the vital supply link for Allied and Axis forces in North Africa. Has over two dozen new scenarios, several suitable for solitaire play. Campaign scenarios depict the many vicious Malta convoy battles. 70 page book. $22.50

The Art of War Magazine # 27/28 Clash of Arms magazine. This issue contains a Supermarina scenario, Etudes Militaries Nr 6, Annex F for Harpoon, an article on The King's War, a counter sheet that gives Alexander's army to fight Napoleon in the game *La Bataille de Mont St Jean*, etc. $9.00

Command Decision III

EHQ **Command Decision III**
The popular WWII rules by Frank Chadwick are back in an all new 3rd Edition. These rules lift WWII miniatures combat above the skirmish level and recreates battles from the battalion to division level. Emphasis is on command-level decision making, rapid movement, and quickly developing tactical situations. Technical accuracy has been improved over previous editions and features expanded weapons charts. Has basic rules, advanced rules, scenarios, campaigns, equipment & organisation lists for France, Germany, Italy, Japan, Poland, UK, USA and USSR. $60.00

CrossFire

QUA **CrossFire**
By Arty Conliffe, who brought us *Spearhead*. This is an extremely innovative new set of WWII miniatures rules for Company Level WWII gaming, for 1/76th or 1/300th scale, which do not use rulers or game turns! So put away your rulers and prepare for WWII gaming as it ought to be - fast paced, challenging and fun. No fixed game turns - the player who has initiative keeps moving units until one of his actions fails, due to the opponent suppressing or killing one of his units, and then the opponent has initiative. Combat mechanics simulate interplay of fire and movement with a Command System that represents unit flexibility. Emphasis is on infantry. Includes 53 company level organisations for ten nationalities, 120 guns and vehicles, a scenario generator, point values, etc. Great! $29.95

Firefly

TAB **FIREFLY**
World War Two battlegroup actions for 1/300th and 1/200th scale miniatures, based on the *Challenger* rules. Rules cover pre-game reconnaissance, detailed orders, command control including radius and loss of command control, target acquisition, weapons fire based on a D20, with guns rated for length of calibre; direct and indirect area fire, aircraft operations, night fighting, a template for artillery fire, counters, and 45 army lists, covering all the weapons, armored fighting vehicles, and army lists, of all main belligerants of WW2. I can't say much for their calculations of tanks' armor thicknesses, however - sloped armor has not been taken sufficiently into account. Regardless, these are popular rules. $16.00

Harpoon 4

COA **HARPOON 4**
Harpoon 4 simulates modern naval warfare. Its rules explain how ships and aircraft move, detect enemy contacts, and attack them. Weapons inflict realistic damage and proper naval tactics produce accurate and believable results. Although a miniatures game, this boxed set includes 210 beautiful counters of ships, submarines, aircraft, helicopters, missiles, etc, so that you can open the box and play immediately. Harpoon 4 handles all aspects of maritime combat: surface, sub-surface and air. Consistent rating systems and evaluations of the capabilities of modern naval vessels, aircraft, submarines and helicopters make it possible to achieve realistic results with hypothetical scenarios, and can provide answers to questions like: "Are aircraft carriers powerhouses or sitting ducks? In the cat and mouse game between a Russian and a US submarine, which has the advantage?" $80.00

Harpoon Rules The rules that come in the game. $26.00

Harpoon 4 Quickstart Rules Same as in the game. $16.50

Harpoon 4 Data Annexes Same as in the game. $27.00

Harpoon 4 Players Handbook The booklet contains the charts and tables used with the Harpoon 4 rules. To speed play, they have all been collected into this one booklet. $13.50

Harpoon 1997 Naval Review Contains articles on the current state of the Royal Navy and the future of the US Navy, 40 ship forms, 15 aircraft forms, Harpoon clarifications, five detailed scenarios, and a random scenario generator. $30.00

Sea of Dragons Concerns conflicts among 16 nations of the Pacific Rim. Brief introduction to the political and economic aspirations of those nations, 26 scenarios, many suitable for solitaire play. Fleet and airforce lists with all the platforms serving those nations, plus those currently under construction. Huge data annex. Two book set. $80.00

White Ensign Discusses each conflict in which Royal and Commonwealth naval forces were involved from 1960 to the present day, including Yemen, Kuwait 1961 and 1990, Iceland, Falklands (twice), Borneo, etc. All ships and planes are also listed in the data annex. $35.00

Panzerfaust-Armored Fist

JED **PANZERFAUST-ARMORED FIST**
This is a reprint of the 1987 3rd Edition. The author's have reprinted the game due to it still being the most comprehensive rules available for WW2. Useable with 1/300th, 1/76th or 15mm scales, these rules have a 1:1 ratio. Each infantry figure represents one man. As such, these rules are extremely detailed, but are easy to use so you can use them for skirmish games to battles between opposing battalions. There are 23 pages of tank and gun charts, with every gun and tank described by footnotes, and 25 pages of unit organisations and equipment, including rarity factors. There are point values given for all troop types and equipment, and the nations covered are Belgium, Britain, Finland, France, Germany, Hungary, Italy, Japan, Poland, Rumania, Soviet, US Europe and US Pacific. Rules cover observation, weather, night fighting, rivers, cavalry, varying troop types, hand thrown weapons, truck mounted guns, spaced armor, direct and indirect fire, smoke, mines, fortifications, amphibious operations, airborne operations, and a simple vehicle painting guide. $19.00

Red Baron

EHQ **RED-BARON**
The first set of WWI air miniatures rules to combine historical accuracy with an easily playable rules system. Game aids printed on heavy card stock give players important information. Any mistake players make could be their last. Rules cover multiple maneuvers and tailing, aces, legendary aces, rookies, mid-air collisions, fixed & pivoting guns, stalls, spins; ratings in over 20 categories for all 46 types of WWI planes currently available as miniatures. $28.00

Shipbase III

CHI **Shipbase III Computer Assisted Naval Rules**
Tactical naval combat 1890-1945. These are computer-assisted naval miniatures rules, by Critical Hit, intended for use with miniature ships and aircraft. The computer program handles all the record-keeping, dice rolling and technical research, allowing the players to concentrate on tactics. Scenarios can be played with a handful of ships, up to fleets or hundreds of ships. The database has 881 ship types. 18 nations are supported. Players can create their own scenarios. Also has 48 page rulebook, The Book of Ships with 5,500 ship names, over 200 counters in case you don't have miniatures. *IBM Requires: 3.5" or 5.25" FDD, 386, hard disk, CGA.EGA.VGA or SVGA.* $80.00

Spearhead

QUA **SPEAR HEAD**
By Arty Conliffe, who also brought us *Tactica*. This is a complete set of rules that simulate division-level tactics of WW2. The emphasis is on commanding a multi-battalion force, and all game mechanics serve that priority. Each model or stand of infantry represents a platoon. National differences are reflected. The key reasons for the German tactical superiority lay in their fighting system and training, not inbetter equipment. In *Spear Head*, the German player controls a flexible system which can adapt more easily to the ever changing battlefield. Conversely, a Russian player employs a less flexible command structure. In this game, players must plan their battle carefully, because they cannot change bad plans quickly. Includes one rule book, one Troop Organisation and Equipment book, and several data cards, with all rules, charts, and troop types of all nationalities who fought in Europe or Africa. **Special Price** $32.95

Blaze Across the Sand 21 scenarios cover the three major periods of the Desert Campaign, the campaigns of 1941; 1942 starting with Rommel's January counter-offensive, and 1943. Each scenario challenges you with tactical problems faced by your real-life counterpart. Special rules for massive minefields, etc. Written for *Spearhead* but can be used with any WWII rules set. $27.00

Where the Iron Crosses Grow 21 Eastern Front scenarios for the Eastern Front, WW2. Begins in 1941 in the opening days of Barbarossa and continues to present players with challenges faced by their historical counter-parts throughout the 4 years of war. $25.00

White Star Rising 17 scenarios cover the war in the West from the Normandy landings to the Ist organised resistance behind the Rhine. As the outnumbered Germans, can you stem the tide of Allied tanks and troops? $29.00

1/300th Scale Crater Pack (20 craters, various sizes) $6.00
Cast in a light brown or grey, just needs dry brushing with acrylics, made of rubber urathane.

Historical HaT Figures

1/72nd scale *soft*-plastic figures

HaT7001	WW1 German Infantry (45 pieces)	$11.50
HaT7002	WW1 British Infantry (45 pieces)	$11.50
HaT7003	WW1 French Infantry (45 pieces)	$11.50
HaT7004	WW1 US Infantry (45 pieces)	$11.50
HaT7005	WW1 British artillery (48 pieces)	$11.50
HaT7007	WW2 Italian Infantry (45 pieces)	$11.50

Tabletop Complete Armies

WW II Micro Starter Set: USA Vs German $64.95
Panzerfaust Rules, and 45 Irregular 1/300th tanks, & 2 dice.

WWII Micro Starter Set: Russian Vs German $64.95
Panzerfaust Rules, and 45 Irregular 1/300th tanks, 2 dice.

Modern Micro Starter German Vs Soviet $64.95
Challenger 2000 rules, and 35 Irregular AFVs, 2 dice.

Modern Micro Starter USA Verses Soviet $64.95
Challenger 2000 rules, and 35 Irregular AFVs, 2 dice.

Fantasy

ADVENTURE AREAS

PGN **Adventure Areas Series One** *Due Nov'98*
Includes everything you need to build an infinite variety of Interior adventure settings. This is the perfect tool for miniatures games, providing players with 10 unique sheets of floor sections divided into a grid for easy cutting to make rooms, corridors and obstacles. Also included are sheets with special features such as pits, chasms, rope bridges, and trap-doors. As an added bonus, also has the GRIT basic system, which is a complete set of easy to learn miniatures combat rules useable in any time period from ancient to present. $20.00

BLOOD BOWL

GW **BLOOD BOWL New Edition**
The popular fantasy football game is back in an all new edition. Across the length and breadth of the Warhammer World teams of armored warriors battle to the death in great arenas. The Dwarfs in their mountain halls, Goblins in sewers, all these and more field Blood Bowl teams that play for the glory and honor of their race. Massive crowds cheer on their favorite teams and star players rise to fame and glory as the meanest, toughest players in the world. Includes 24 Citadel plastic miniatures, being the Gouged Eye Ores team and the Reikland Reavers human team. Also has a mounted mapboard of the playing field, 4 plastic footballs, Blood Bowl Handbook, Painting Guide, 50 sheet pad of team rosters, 2 team cards, 4 star player cards, heaps of color counters and templates, 6 dice, & range ruler. Please note that *no* rules have been changed, though the rule book has been expanded, and many components are the same as the previous edition. $90.00

DEATH ZONE Team lists, background info and special rules are included for six new races, allowing players to field goblin, chaos, undead, wood elf, halfling and chaos dwarf teams. Also 18 Star Player cards. The League Rules allow players to coach their team to the top of the league. Over 100 new Special Play cards, you can add apothecaries and wizards to teams, to heal the injured or blast the other team with magic spells. $45.00

Blood Bowl Miniatures

Most, if not all, are re-releases.

CIT8484A	COMMISSIONERS KIT	$14.00
CIT976904	THE GRUDGE BEARERS	$45.00
CIT976560	THE MARAUDERS, HUMAN TEAM	$45.00
CIT983827	ATHELORN AVENGERS	$45.00
CIT983834	CHAOS ALL STARS	$45.00
CIT983841	CHAMPIONS OF DEATH	$45.00
CIT976928	ORCLAND RAIDERS	$45.00
CIT976911	SKAVENBLIGHT SCRAMBLERS	$45.00
CIT976942	GALADRIETH GLADIATORS	$45.00
CIT976935	NAGGAROTH NIGHTMARES	$45.00
CIT976874	MORG'N THORG	$18.00
CIT976881	GRIFF OBERWALD	$9.00
CIT976867	NOBBLA BLACKWORT	$9.00
CIT976898	SCRAPPA SOREHEAD	$9.00
CIT984046	HEADSPLITTER	$18.00
CIT984053	VARAG GHOUL CHEWER	$9.00
CIT984060	RIPPER BOLGROT	$18.00
CIT984077	BOMBER DRIBBLESNOT	$9.00
CIT984084	FUNGUS THE LOON	$9.00
CIT984091	THE MIGHTY ZUG	$9.00
CIT984039	PRINCE MORANIAN	$9.00
CIT984022	GRIM IRONJAW	$9.00
CIT984015	COUNT LUTHER	$9.00
CIT8ORAK	LORD BORAK THE DESPOILER	$9.00
CIT983988	HORKON HEARTRIPPER	$9.00
CITGNASH	GNASH BLACKHOOF	$18.00
CIT983889	BLOODBOWL HOBGOBLINS	$13.50
CIT983933	HTHARK THE UNSTOPPABLE	$13.50
CIT983902	HAKFLEM SKUTTLESPIKE	$9.00
CIT983896	BLOOD BOWL CHAOS DWARFS	$13.50
CIT983940	JORDELL FRESHBREEZE	$9.00
CIT984008	BLOOD BOWL GOBLINS (4)	$13.50
CIT983971	BLOOD BOWL HALFLINGS (4)	$13.50
CIT983964	SKAVEN MUTANTS (3)	$13.50
CIT983919	CHAOS MUTANTS (3)	$13.50
CITDWAR	DWARF DEATHROLLER	$18.00
CIT983872	BLOOD BOWL CHEELEADERS (3)	$13.50
CIT976577	NORSCA RAMPAGERS (12)	$45.00

CHRONOPIA

Heart **CHRONOPIA Warzone Miniatures Rules**
Warzone goes fantasy! Heartbreaker Hobbies new fantasy miniatures rules have been released January. From beyond the grave the One King has returned to reclaim his lost kingdom. The usurpers squandered the spoils of war, and the Great Triad of the Elf Dukes, the Dwarven Overlords and the Ogre Emperors has collapsed. The Four Dark Prophets, twisted by their hate for the One King, made terrible pacts with unearthly evil. On the battlefields, the carrion birds feast as mighty Repulsar Knights trade blows with Beast Clan Dwarves, and Blackblood Myrmidons render and gore Elf Dragonbane Riders. And the dark banners of the Devout, with their Dusk Realm warriors and Warped Lords, cast an ever increasing shadow across the land. The rulebook has over 200 pages, 160 in full color. Gives a detailed history and background on the five races, the Firstborn, Blackbloods, Elves, Dwarves and Devout. Richly illustrated army lists. Pull out reference sheets, full color weapons templates and counters. $48.00

Land of Two Rivers Introduces the Lizardmen into Chronopia. Contains a compelling short story in which the One King takes desparate measures to defeat the Devout - he awakens another just as deadly threat - the Stygian: a race of horrendously powerful lizardmen. 96 full color pages, detailed history. New time line, new weapon templates, army lists, and counters. $34.00

Sons of Kronos The Devout are moving through a frozen wilderness in order to attack the One King, who does nothing, because he knows the power of the three great tribes, lead by the Sons of Kronos, who inhabit this wilderness. With army lists, chariot rules, templates, full color counters. $40.00

Firstborn Watchtower A 3D expansion set that takes the concept of fighting in and around buildings to a new level. Has a full color card model of a firstborn watchtower; two new miniatures, the Englightened and the Stalker; a 32 page booklet with comprehensive new rules for using buildings in your battles, etc. $42.50

Chronopia Miniatures

Exaggerated 25mm metal figures by Heartbreaker

HEA2301	Orc Assault Warriors	$17.00
HEA2302	Goblin Sword Master	$17.00
HEA2303	Dwarf Vulture Swordsman	$17.00
HEA2304	Dwarf Dark Tusks with Morning Stars	$17.00
HEA2305	Dwarf Blood Bones with Axes	$17.00
HEA2306	Elf Axe Men	$17.00
HEA2307	Firstborn Knights with Swords	$17.00
HEA2308	Firstborn Knights with Maces	$17.00
HEA2309	One King Crossbowmen	$17.00
HEA2310	Devout Followers with 2 Handed Swords	$17.00
HEA2311	Orc Swordsmen	$17.00
HEA2312	Dwarf Vulture Mallet Warriors	$17.00
HEA2313	Dwarf Dark Tusk Swordsmen	$17.00
HEA2314	Dwarf Blood-Bone Axemen	$17.00
HEA2315	Elf Spearmen	$17.00
HEA2316	Firstborn Archers	$17.00
HEA2317	Dark Eye Warriors	$17.00
HEA2318	Cursed Warriors	$17.00
HEA2319	Dwarf Tusks with Pick-axes	$17.00
HEA2320	Elf Archers	$17.00
HEA2321	Stygian Warrior Swordsmen	$17.00
HEA2322	Stygian Warrior Spearmen	$17.00
HEA2323	Orc Archers	$17.00
HEA2324	Devout Followers w/Swords	$17.00
HEA2325	Elf Swordsmen	$17.00
HEA2326	Stygian: the Drugged	$17.00
HEA2327	Devout Wailers	$17.00
HEA2328	Elf Keepers of the Flame	$17.00
HEA2329	Elf Militia	$17.00
HEA2330	Dwarf Wolf Legion	$17.00
HEA2331	Firstborn Sons of Kronos Warriors	$17.00
HEA2332	Elf Dragon Clan Slaves	$17.00
HEA2333	Stygian the Starved	$17.00
HEA2334	Firstborn Black Sisters	$17.00
HEA2335	Stygian Reapers	$17.00
HEA2336	Stygian Ascenion	$17.00
HEA2337	Sons of Chronos Unliving	$17.00
HEA2338	Sons of Kronos Viridian Lords	$17.00
HEA2339	Elf Dream Warriors	$17.00
HEA2340	Sons of Kronos: Heartguard	$17.00
HEA2341	Sons of Kronos: Berserkers	$17.00
HEA2342	Sons of Kronos: Blade Maidens	$17.00
HEA2501	Orc Assault Warrior Leader	$6.50
HEA2502	Orc Assault Warrior Standard	$6.50
HEA2503	Elf Axeman Hero	$6.50
HEA2504	Elf Axeman Leader	$6.50
HEA2505	Elf Axeman Standard	$6.50
HEA2506	Firstborn Crossbowman Leader	$6.50
HEA2507	Devout Follower Leader	$6.50
HEA2508	Devout Follower Standard	$6.50
HEA2509	Devout Warped Lord	$6.50
HEA2510	Goblin Swordmaster Leader	$6.50
HEA2511	Elf Spearmen Leader	$6.50
HEA2512	Elf Spearmen Standard Bearer	$6.50
HEA2513	Elf Great Swordmaster	$6.50
HEA2514	Firstborn Archer Leader	$6.50
HEA2515	Firstborn Knight Hero with Sword	$6.50
HEA2516	Firstborn Knight Hero with Mace	$6.50

HEA2517	Elf Archer Leader	$6.50
HEA2518	Orc Swordsmen Leader	$6.50
HEA2519	Orc Greatswordsman Hero	$6.50
HEA2520	Orc Standard	$6.50
HEA2521	Orc Archer Leader	$6.50
HEA2522	Dwarf Dark Tusk Leader	$6.50
HEA2523	Dwarf Dark Tusk Hero	$6.50
HEA2524	Dwarf Dark Tusk Standard	$6.50
HEA2525	Firstborn Knight Leader	$6.50
HEA2526	Firstborn Knight Standard	$6.50
HEA2527	Elf Swordsman Leader	$6.50
HEA2528	Devout Necromancer	$6.50
HEA2529	Elf Lotus Eater	$6.50
HEA2530	Devout Swordsman Leader	$6.50
HEA2531	Devout Swordsman Musician	$6.50
HEA2532	Elf Keeper of the Flame	$6.50
HEA2533	Elf Militia Leader	$6.50
HEA2534	Elf Obsidian Guard	$6.50
HEA2535	Elf Crystal Knight	$6.50
HEA2536	Sons of Kronos Chieftain	$6.50
HEA2537	Devout Jackal Scout	$6.50
HEA2538	Elf Warrior of the Golden Mask	$6.50
HEA2539	Firstborn Black Sister Leader	$6.50
HEA2540	Dwarf Wolf Legion Leader	$6.50
HEA2546	Berserkers Leader	$6.50
HEA2547	Blade Maiden Leader	$6.50
HEA2548	Heartguard Leader	$6.50
HEA2801	Troll # 1	$24.50
HEA2802	Ogre Swordsman # 1	$9.50
HEA2803	Harbinger of Dark Wings	$24.50
HEA2804	Dusk Realm Demon	$19.00
HEA2805	Judge	$7.50
HEA2806	Chronomancer	$7.50
HEA2807	Stygian Priestess	$9.50
HEA2808	Stygian Great Warrior	$15.00
HEA2809	Firstborn Night Walker	$7.50
HEA2810	Firstborn Repulsor Knight	$9.50
HEA2811	Stygian Guardian	$22.50
HEA2812	Dwarf Dark Tusk Tusked Raider	$19.00
HEA2813	Devout Demon Wings	$13.00
HEA2814	Devout the Nameless	$28.50
HEA2815	Stygian the Embalmed	$19.00
HEA2816	Goblin Ripper Beast Archer	$9.50
HEA2817	Blackblood: Orc Kutara Lancer	$28.00
HEA2818	Ogre Heavy Infantry Leader	$15.00
HEA2819	Elf Adamantite Golem	$15.00
HEA2820	Sons of Kronos Monarch	$24.50
HEA2821	Sons of Kronos Horse Warrior	$17.00

BOXED SETS

HEA20501	Blackblood: Goblin Myrmadon	$47.50
HEA20502	Firstborn Swordsmen Boxed Set	$32.00
HEA20503	Dark Tusk Blood Totem & Keeper	$38.00
HEA20504	Orc Swordsmen Squad	$32.00
HEA20505	Devout Tormented and Damned	$38.00

Fantasy Rules!

Chipco **Fantasy Rules! 2nd Ed** By Chipco, these rules are 130 pages in length. They allow you to play miniatures wargames in any mythological setting or fantasy universe of your choosing, on land, sea, underground, or in the air. You can use any figures you currently own. Has over 50 historical and fantasy army lists, 10 types of magic users, 30 types of units & characters, etc. $50.00

Fantasy Warriors

GRE **FANTASY WARRIORS 2nd Ed**

It's back, as an all new edition! Stratelibri in Italy bought out Grenadier USA and UK, and are not only offering the entire old range of Fantasy Warriors figures, but they have completely re-done the Fantasy Warriors game, written in English, of course! The game includes 102 plastic and 6 metal exaggerated 25mm figures of orcs and dwarves by Nick Lund, superior art, graphics, and rulesbook, 150 counters, dice, distance ruler, reference sheet, etc. with a huge range of figures that are comparitively cheap! To play the game, each player controls an army which is headed by a warchief, who issues orders to the troops under his command. Giving the right orders and changing them when the moment is right is the essence of generalship in tis game. You can use from 20 figures a side to several hundred figures a side. There is no book keeping. Game mechanics include pre-battle scouting, boasts and omens, issuing threats, shooting, movement and reorganisation, combat, influence, command tests, individuals, battleleaders, warchiefs, magic and talismans. Rules are 48 pages, and includes army lists and piont values for Barbarians, Dwarves, Goblins, Ogres, 15th Century Men, Orcs, Trolls, and Wood Elves. The 108 miniatures included make up two 1,100 point armies! $75.00

Fantasy Warriors Miniatures

DWARF ARMY PACKS

Blisters with ( ) exaggerated 25mm figures by Nick Lund. Most packs have multiples of the same figure.

GRENM100	DWARF BEAR RIDERS W/LANCES (2)	$12.00
GRENM101	DWARF BEAR RIDERS W/AXE (2)	$12.00
GRENM102	DWARF GIANT CROSSBOW & 2 CREW	$9.00
GRENM103	DWARF HAILSTORMERS: ARCHERS(5)	$12.00
GRENM104	DWARF RED HELMS: AXEMEN (2)	$6.50
GRENM105	DWARF GUARDIANS: CROSSBOWS (5)	$12.00
GRENM106	DWARF IRONCRUSHERS:HAMMERERS 5	$12.00
GRENM107	DWARF PHALANX: SPEAR & SH (5)	$12.00
GRENM108	DWARF BLADEBREAKERS:SPEARS (5)	$12.00
GRENM109	DWARF MAGES (2)	$6.50
GRENM110	DWARF COMMANDER & STANDARD (2)	$6.50
GRENM111	DWARF MORTAR & 2 CREW	$12.00
GRENM112	DWARF SENTINELS: CROSSBOW (5)	$12.00
GRENM113	DWARF DELLWRECKER:HERO W/MACE	$5.00
GRENM114	DWARF DRUMMERS (2)	$6.50
GRENM115	DWARF SCOUT & CHAMPIONS (3)	$9.00
GRENM116	DWARF MASTERS: BERSERKERS (4)	$12.00
GRENM117	DWARF MILITIA: SHIELD & AXE(5)	$12.00
GRENM118	DWARF PASSGUARDS:2HD MACES (5)	$12.00
GRENM119	DWARF THE DAMNED:SPEARMEN (5)	$12.00

DWARF INDIVIDUALS

Blisters with ( ) exaggerated 25mm figures by Nick Lund or Mark Copplestone (if stated.)

GRE1466	DWARF MORTAR & 2 CREW same as NM111	$12.00
GRE5630	DWARF WARCHIEF (1)	$4.00
GRE8503	DWARVEN HAND GUNNERS (2)	$6.00
GRE8504	DWARVEN COMMAND DRUMMER, STAND	$6.00

ORC ARMY PACKS

Blisters with ( ) exaggerated 25mm figures by Nick Lund. Most packs have multiples of the same figure.

GRENM200	ORC GENERAL ON WOLF (1)	$9.00
GRENM201	ORC WOLF RIDER LANCERS (2)	$12.00
GRENM202	ORC WOLF RIDER ARCHERS (2)	$12.00
GRENM203	ORC LORDS: ARCHERS (4)	$12.00
GRENM204	ORC TORMENTORS: AXEMEN (4)	$12.00
GRENM205	ORC SCARLET LANCERS:SPEARS(4)	$12.00
GRENM206	ORC BALLISTA & 2 CREW	$9.00
GRENM207	ORC WARRIORS WITH SCIMITARS(4)	$12.00
GRENM208	ORC HUNTERS WITH SCIMITARS(4)	$12.00
GRENM209	ORC ARCHERS OF THE HORDE (4)	$12.00
GRENM210	ORC REAPERS: HALBERDIERS (4)	$12.00
GRENM211	ORC HERETICS: SPEARMEN (4)	$12.00
GRENM212	ORC WOLF RIDERS DRUMMER&BANNER	$12.00
GRENM213	ORC ARCHERS OF THE PLAINS(4)	$12.00
GRENM214	ORC HERO: HUWKA THE PITILESS	$5.00
GRENM215	ORC PLAGUED: CLUB & SHIELD(4)	$12.00
GRENM216	SWASUA'S ORCS: MACEMEN(4)	$12.00
GRENM217	HUWKA'S ORC LINE: SCIMITARS(4)	$12.00
GRENM218	ORC BANNER BEARER & MUSICIAN	$6.50
GRENM219	ORC GENERAL & CHAMPION (2)	$9.00

ORC INDIVIDUALS

Blisters with ( ) exaggerated 25mm figures by Nick Lund or Mark Copplestone (if stated.)

GRE1432	HALF ORCS WITH HAND WEAPONS(5) Copp	$13.50
GRE1437	HALF ORCS WITH BOWS (5) by Copplestone	$13.50
GRE1441	HALF ORC COMMAND (4) by Copplestone	$12.50
GRE5618	GOBLIN LEADER (1)	$4.00
GRE5624	GIANT ORC WARRIOR WITH MACE	$6.00
GRE5625	GIANT ORC WARRIOR W/SCIMITAR	$6.00
GRE5626	GIANT ORC WARRIOR W/CLEAVER	$6.00
GRE5627	ORC WARCHIEF WITH SCIMITAR	$6.00
GRE5628	ORC SHAMAN (1)	$4.00
GRE5629	ORC MUSICIAN (1)	$4.00
GRE5631	GOBLIN WARCHIEF (1)	$4.00
GRE8506	ORC WAR CHIEF (1)	$6.00
GRE8507	ORC BATTLE LEADER	$6.00
GRE8517	BATTLE ORCS: AXE & CLUB (2)	$6.00
GRE8528	ORC WOLF RIDER HERO (1)	$9.00

BARBARIAN ARMY PACKS

Blisters with ( ) exaggerated 25mm figures by Mark Copplestone. Most packs have multiples of the same figure.

GRENM300	BARBARIAN WARRIORS AXE & SH(4)	$12.00
GRENM301	BARBARIAN VETERANS AXE &SH (4)	$12.00
GRENM302	BARBARIAN WARRIORS W/SWRDS(4)	$12.00
GRENM303	BARBARIAN HUNTERS: ARCHERS (4)	$12.00
GRENM304	BARBARIAN HUNTERS: ARCHERS (4)	$12.00
GRENM305	BARBARIAN LEADER & 3 GUARDS	$12.00
GRENM306	BARBARIAN GWYDRYLL'S BESERKERS	$12.00
GRENM307	BARBARIAN DRUIDS & MAGES (4)	$12.00
GRENM308	BARBARIAN WARRIORS: AXE &SH(4)	$11.90
GRENM309	BARBARIAN HUNTERS: ARCHERS (4)	$12.00
GRENM310	BARBARIAN MUSOS & STANDARD(4)	$12.00
GRENM311	BARBARIAN WARRIORS AXE & SH(4)	$12.00
GRENM312	BARBARIAN WARRIORS W/SWORDS(4)	$12.00
GRENM313	BARBARIAN LDR ON SABERTOOTH TG	$9.00
GRENM314	BARBARIAN RIDERS SWRD& SH (2)	$12.00
GRENM315	BARBARIAN RIDER WITH BANNER(1)	$9.00
GRENM316	BARBARIAN RIDER HERO (1)	$9.00
GRENM317	TOLCH BARBARIAN HERO (1)	$5.00
GRENM318	BARBARIAN RIDERS AXE & SH (2)	$12.00
GRENM319	BARBARIAN MERCENARIES (2)	$6.50

15th Century Humans

Blisters with ( ) exaggerated 25m figures by Mark Copplestone

GRE1404	FIGHTING MEN WITH LONGBOWS (5)	$13.50
GRE1406	FOOT KNIGHTS (5)	$13.50
GRE1408	FIGHTING MEN COMMAND (5)	$13.50
GRE1412	MOUNTED PALADINS (2)	$12.50
GRE1415	FIGHTING MEN WITH GUNS (5)	$13.50
GRE1433	HUMANS: WIZARDS & PRIESTS (5)	$13.50
GRE1449	MOUNTED MEN AT ARMS (2)	$12.50
GRE5612	FIGHTING MAN (1) MULTIPLE WPNS	$4.00
GRE5613	FOOT KNIGHT (1) MULTIPLE WPNS	$4.00
GRE8519	TOOLANI HALBERDIER SERGEANTS 2	$6.00
GRE8521	MOUNTED IMPERIAL MAN AT ARMS 1	$12.00

High Elves

Blisters with ( ) exaggerated 25m figures by Mark Copplestone

GRE1427	HIGH ELVES WITH SPEAR & SH (5)	$12.50
GRE1428	HIGH ELVES WITH LONGBOWS (5)	$13.50
GRE1430	HIGH ELVES W/ 2 HANDED WPNS(5)	$13.50
GRE1436	HIGH ELF CAVALRY W/SWORDS(2)	$12.50
GRE1438	HIGH ELF CAVALRY W/SWORDS (2)	$12.50
GRE1444	HIGH ELF COMMAND (4)	$12.50
GRE1456	HIGH ELF HORSE ARCHERS (2)	$12.50
GRE1465	HIGH ELF MTD WARCHIEF & STANDR	$12.50
GRE8526	HIGH ELF WARCHIEF & BATTLELDR	$6.00
GRE1422	ELVEN LORDS, 1 MTD, 2 FOOT (3)	$12.50

Wood Elves

Blisters with ( ) exaggerated 25m figures by Mark Copplestone

GRE1401	WOOD ELVES WITH BOWS (5)	$13.50
GRE1402	WOOD ELVES WITH SPEAR & SH (5)	$13.50
GRE1403	WOOD ELVES WITH SWORD & SH (5)	$13.50
GRE1410	WOOD ELF COMMAND (5)	$13.50
GRE1413	WOOD ELF EAGLE RIDER (1)	$12.50
GRE1417	WOOD ELF EAGLE RIDER HERO (1)	$12.50
GRE1420	WOOD ELF CAVALRY (2)	$12.50
GRE1425	WOOD ELF CAVALRY COMMAND (2)	$12.50
GRE5609	WOOD ELF (1) MULTIPLE WEAPONS	$4.00
GRE5614	WOOD ELF MARKSMAN (1)	$4.00

Various Fantasy Figures

Blisters with ( ) exaggerated 25m figures, some by Mark Copplestone

GRE1450	HORSE RAIDER ROCKET BATTERY Copplest	$12.50
GRE1469	DARK DWARF INFANTRY (4) Copplestone	$12.95
GRE1470	ZOMBIES: WPN & SHIELD (4) Copplestone	$12.95
GRE5606	WRAITH WITH SICKLE & SHIELD	$4.00
GRE5607	UNDEAD CHAMPION W/2 HANDED SWD	$4.00
GRE5608	UNDEAD STANDARD BEARER (1)	$4.00
GRE8525	SKELETON ARMY STANDARD (2)	$6.00
GRE8529	RATSCUM ARCHER ON GIANT WEASEL Cop	$9.00
GRE8530	DARK DWARVES:LEADER & STANDARD Cop	$6.00

Grenadier Dragons

GRE9603	WHITE DRAGON	$27.00
GRE9604	BRASS DRAGON	$27.00
GRE9605	GREEN DRAGON	$27.00
GRE9606	SILVER DRAGON	$27.00
GRE9608	COPPER DRAGON	$27.00
GRE9609	BRONZE DRAGON	$27.00
GRE9610	GOLD DRAGON	$27.00
GRE9611	PLATINUM DRAGON	$27.00

De Bellis Fantasticus

DBF De Bellis Fantasticus: Here There Be Dragons It has been my dream to use DBM rules to play battles from *The Lord of the Rings*. Well, my dream has come true! WRG have just released DBF, the fantasy rules supplement for DBM! (You must own DBM to use this book) The book adds several new troop types such as Flying Behemoths, such as flying dragons, Flying Vehicles such as steam driven flying ships; Behemoths, such as wingless dragons etc; Large Humanoids, such as trolls, ogres, ents, minotaurs, elementals; Undead, and unicorns. Each type normally has (S), (O), (I), (F) and (X) ratings. Allowances are made for huge monsters having double width & depth bases. There are rules for flying, great rules for heroes, who can slay even the biggest monsters, some monsters can purchase a magical power, and rules for wizards. Each wizard receives their own pip dice each turn, and use those pips to activate any of the 11 spell types. The book then has three sections of army lists. The first army lists are based on other popular fantasy miniatures games and cover Imperial Humans, Undead, Lizardmen, etc. The second section are mythological army lists such as mythological Japan, Egypt, Rome, etc. And the third section is my favorite - the traditional army lists, ie, inspired by *The Lord of the Rings*. Please note that this supplement allows you to use any 28mm figures without having to rebase them. $18.00

Hordes of the Things

WRG **HORDES OF THE THINGS**

A 40 page book of fast play fantasy miniatures rules, using a system very similar to DBA. All armies consist of 24 points, and can include the troop types aerial hero, god, dragon, paladin, behemoth, magicians, heroes, airboats, artillery, sneakers, clerics, flyers, knights, riders, beasts, blades, spears, shooters, warbands, hordes, and lurkers. Large battles can be played, simply by adding further generals, each of which commands 24 points. The average 24 point army will include 24 - 36 figures. Combat is very similar to DBA and DBM, and so the game is extremely fast moving and easy to learn. Hordes are done in a novel way. If one is eliminated, the next turn you can replace it by spending one command pip, and it arrives in your stronghold or back board edge. $16.00

Hordes of the Things 15mm Armies

15mm metal figures by Irregular Miniatures.

HOTT	Elf Army (24 Army Points)	$20.00
HOTT	Dwarf Army (24 Army Points)	$20.00
HOTT	Orc Army (24 Army Points)	$20.00
HOTT	Skeleton Army (24 Army Points)	$20.00
HOTT	Lizardmen Army (24 Army Points)	$28.00
HOTT	Amazon Army (24 Army Points)	$20.00
HOTT	Dark Dwarf Army (24 Army Points)	$20.00
HOTT	Ratmen Army (24 Army Points)	$20.00
HOTT	Halfling Army (24 Army Points)	$20.00

FSK1	Skeleton Swordsman (1)	$055
FSK2	Skeleton Spearman (1)	$055
FSK3	Skeleton Archer (1)	$055
FSK4	Skeleton Crossbowman (1)	$055
FSK5	Armored Skeleton (1)	$055
FSK6	Skeleton Cavalry (1)	$1.10
FSK7	Skeleton Chariot	$6.50
FSK8	Skeleton Chief (1)	$055
FSK9	Skeleton Musician (1)	$055
FSK10	Skeleton Standard Bearer (1)	$055
FEQ4	Skeleton War Machine and crew	$5.00
FCR1	Sorcerer/Wizard (1)	$0.55
FCR2	Troll (1)	$2.00
FCR3	Gaint (1)	$2.75
FCR4	Wolf (1)	$1.10
FCR5	Woolly Mammoth with orc crew in howdah	$11.00
FCR6	Dragon	$11.00
FCR7	Flying Demon	$2.75
FCR8	Wraith	$0.55
FCR9	Lurker (1)	$0.55
FCR10	Ent	$5.00
FRC11	Mounted Magician	$1.10
FCR12	Skeletal Beast with Howdah & Crew	$11.00
FCR13	Lizard Beast	$1.10
FCR14	Mounted Wizard	$1.10
FLM1	Lizardman Swordsman (1)	$0.55
FLM2	Lizardman Spearman (1)	$0.55
FLM3	Lizardman Crossbowman (1)	$0.55
FLM4	Lizardman Bowman (1)	$0.55
FLM5	Heavy Lizardman with Halberd (1)	$0.55
FLM6	Lizardman Cavalry (1)	$1.30
FLM7	Lizardman Chariot (1)	$6.50
FLM8	Lizardman Standard Bearer (1)	$0.55
FLM9	Lizardman Drummer (1)	$0.55
FLM10	Lizardman Chief (1)	$0.55
FHAF1	Halfling Spearman (1)	$0.55
FHAF2	Halfling Bowman (1)	$0.55
FHAF3	Halfling Standard Bearer (1)	$0.55
FHAF4	Halfling Chief (1)	$0.55

Ral Partha's Rank & File 15mm

15mm metal figures by Ral Partha

For this catalog only, you can deduct 33% off the price of the following series of Ral Partha miniatures...

RALRF001	IMPERIAL GENERAL & CAVALRY(7)	$13.50
RALRF003	IMPERIAL MERCENARY CAVALRY(6)	$12.00
RALRF004	IMPERIAL MERC SPEARMEN (12)	$11.00
RALRF005	IMPERIAL ELITE GUARD (12)	$11.00
RALRF006	IMPERIAL FOOT KNIGHTS (12)	$12.00
RALRF007	IMPERIAL PIKEMEN (12)	$11.00
RALRF008	IMPERIAL RANGERS (13)	$12.00
RALRF009	IMPERIAL IRON TORTOISE TANK	$16.95
RALRF100	ORC GENERAL & ELITE GUARD (13)	$12.00
RALRF101	ORC SWORDSMEN WITH SHIELDS(12)	$11.00
RALRF102	ORC LIGHT PIKEMEN (12)	$11.00
RALRF103	ORCS WITH AXES & SHIELDS (12)	$11.00
RALRF104	ORC LIGHT AXEMEN (12)	$11.00
RALRF105	ORCS WITH POLEAXES (12)	$11.00
RALRF106	ORCS LIGHTS WITH POLEAXES(12)	$11.00
RALRF107	ORC HEAVY ARCHERS (12)	$11.00
RALRF108	ORC LIGHT ARCHERS (12)	$11.00
RALRF130	SKELETON GENERAL & GUARD (13)	$12.00
RALRF131	SKELETON SWORDSMEN (12)	$11.00
RALRF132	SKELETON POLEARMS (12)	$11.00
RALRF133	SKELETON HEAVY SPEARMEN (12)	$11.00
RALRF134	SKELETON LIGHT SPEARMEN (12)	$11.00
RALRF135	SKELETON ARCHERS (12)	$11.00
RALRF190	DRAGONMEN FOOT TROOPS (6)	$13.50
RALRF900	PLAYER CHARACTERS # 1	$5.00
RALRF901	PLAYER CHARACTERS # 2	$5.00

Legend of the Five Rings Clan War

AEG **CLAN WAR Legend of the Five Rings**

This is one of the most beautifully presented fantasy miniatures games I've seen, with the highest quanlity components I've seen too! This is fantasy miniatures wargaming in the Emerald Empire, based on the Legend of the Five Rings roleplaying and collectable card games. Samurai, shugenja, and mythological creatures meet to do battle in Rokugan, a place of honor, steel and sorcery which is being torn apart by the rivalries of the Great Clans while a dying Emperor sits on his ancient throne. Includes everything a player could need to play, including rulebook, clan army book with army lists, four dice, 80 Tactical Fate cards, 120 Army cards with hero and troop stats, and 58 exaggerated 25mm metal miniatures (actually 30mm tall), including six daimyo (generals) for the six Great Clans, 26 fully armored samurai archers and 26 armored samuai infantry. You can use from 15 to 150 figures per side, where 60 figures per side is recommended for the average game. Finally, a fantasy miniatures game without orks and elves! Includes rules for magic, etc. $150.00

ALD12-002 Clan War Infantry Expansion

Clan War Miniatures

28mm metal figures.

Boxed Sets

ALD12-002 Clan War Infantry Expansion $70.00
(28 unaligned metal infantry, 7 each of 4 different types, half archers, half infantry)
ALD12-003 Clan War Cavalry Expansion $80.00
(12 unaligned metal cavalry, 6 each of 2 different riders and horses)
ALD12-004 Crab: Hida Yakamo & House Guard (12) *Nov* $70.00
ALD12-005 Lion: Ikoma Ujiaki & House Guard (12) *Dec* $70.00

Unit Packs

ALDLimited Uninvited Guests Limited Edition Pack $24.00
Contains Naga Abomination, Demon Bride of Fu Leng, Moto Tsume and Oni Hunter. We have only 5 copies. We cannot get anymore.
ALD12-101 Light Infantry (4 different figs, katana & yari) $24.00
ALD12-102 Heavy Cavalry (24 different figs) $24.00
ALD12-103 Shugenja (4 different figures) $24.00
ALD12-104 Yojimbo (4 different figures) $24.00
ALD12-105 Courtiers (2 different figs, male & female) $12.50
ALD12-106 Geisha Girls (2 figures) $12.50
ALD12-107 Light Cavalry (2) $24.00
ALD12-108 Heavy Infantry (4) $24.00
ALD12-109 Medium Archers (4) $24.00
ALD12-110 Medium Infantry (4) $24.00
ALD12-111 Ninja (2) $12.50
ALD12-112 Magistrates (2) $12.50
ALD13-101 Ogre Bushi (2 figures) $24.00
ALD13-103 Goblin Berserkers (4) $24.00
ALD13-104 Zombie Troops (4) $24.00
ALD14-101 Ratling Bushi (4) $24.00

Personalities

ALD10-101 Crab: Kuni Witch Hunters (4) $24.00
ALD10-102 Crab: The Damned (4) $24.00
ALD10-103 Crab: Berserkers (4) $24.00
ALD10-104 Crab: Hiruma Scouts (4) $24.00
ALD10-105 Crab: Hida Kisada Clan Champion $12.00
ALD10-106 Crab: Hida Oushi & Kuni Yori $16.00
ALD10-108 Crab Clan Hida Amoro & mtd Hida Tsuru $24.00
ALD10-201 Crane: Kakita Academy Students (4) $24.00
ALD10-202 Crane: Divine Wind (4) $24.00
ALD10-203 Crane: Elite Archers (4) $24.00
ALD10-205 Crane: Kakita Toshimoko & Kakita Yoshi $16.00
ALD10-206 Crane: Kenshinzen (4) $24.00
ALD10-207 Crane Clan Doji Yosai & Asahina Tomo $16.00
ALD10-308 Dragon: Togashi Yoshi & Kitsuki Yasu $16.00
ALD10-401 Lion: Akodo Death Seekers (4) $24.00
ALD10-402 Lion: Lion's Pride (4) $24.00
ALD10-403 Lion: Elite Spearmen (4) $24.00
ALD10-404 Lion: Heavy Elite Infantry (4) $24.00
ALD10-405 Lion: Matsu Tsuko $12.00
ALD10-406 Lion: Kitsu Motso & Ikoma Ryozo $16.00
ALD10-408 Lion Clan Matsu Yojo & mtd Matsu Agetoki $24.00
ALD10-508 Phoenix Clan Isawa Uona & Isawa Tadaka $16.00

Beast Boxed Sets

ALD99-001 Earth Dragon $50.00
ALD99-002 Kyoso No Oni $32.00
ALD99-003 Fire Dragon $50.00

RAFM

For this catalog only, you can deduct 33% off the price of ALL RAFM miniatures...

CALL OF CTHULHU

RAF2901	DOCTOR MALE (3)	$9.00
RAF2908	HOLY SISTERS (3) CTHULHU	$8.50
RAF2909	THUGS (3) CTHULHU	$8.50
RAF2911	THE COLNFRA	$9.50
RAF2912	GANGSTERS - CTHULHU	$9.50
RAF2915	CRAZED CLERGY - CTHULHU	$9.50
RAF2916	SERVANTS & STAFF - CTHULHU	$9.50
RAF2917	TOWNSFOLK - CTHULHU	$9.50
RAF2923	DIMENSIONAL SHAMBLERS	$8.00
RAF2924	YITH MONSTEROUS ALIEN BEING	$14.00
RAF2925	SERVITOR PARASITIC ENTITIES	$8.00
RAF2926	CTHONIAN CARNIVORUS GIANT WORM	$14.00
RAF2935	ELDER THING	$10.00
RAF2936	TSUTHOGGUA	$16.00
RAF2937	CULTIST	$8.95
RAF2938	MANICS	$8.95
RAF2939	MI-GO	$8.95
RAF2940	HUNTING HORROR	$12.95
RAF2941	MOON BEAST	$8.95
RAF2942	GHASTS	$8.95
RAF2943	SERPENTMEN	$8.95
RAF2944	SAND DWELLERS - CTHULHU	$9.00
RAF2945	YIG - CTHULHU	$9.00
RAF2946	GUG	$14.95
RAF2947	LESSER OTHER GOD	$14.95
RAF2948	BYATIS GREAT OLD ONE	$16.95
RAF2950	TCHO TCHO PEOPLE	$11.00
RAF2971	EXPEDITION TO ANTARTICA	$16.00

Angels etc

RAF3300	ANGEL OF VICTORY	$8.50
RAF3301	ANGEL OF JUDGEMENT	$8.50
RAF3302	ANGEL OF LIGHT	$8.50
RAF3303	ANGEL OF GRACE	$8.50
RAF3304	ARCHANGEL OF LIGHT	$8.50
RAF3305	AVENGING ARCHANGEL	$8.50
RAF3306	PEGASUS	$9.00
RAF3307	NIGHTMARE PEGASUS	$9.00
RAF3308	HIPPOGRIF	$9.00
RAF3309	UNICORN AND MAID	$9.00
RAF3310	DUELING UNICORNS	$11.50
RAF3311	UNICORN AND YEARLING	$9.00
RAF3313	SION - CABALISTIC ANGEL	$9.00
RAF3314	ACHERON - ANGEL OF TARTMUS	$9.50
RAF3315	CATHAR - HERETIC ANGEL	$9.50
RAF3316	SHEOLE - ANGEL OF MIDIAN	$9.50
RAF3317	USHABTIS - ANGEL OF STYX	$9.50

RAL PARTHA

Ral Partha's Battlestorm

Ral Partha's BATTLESTORM Ral Partha have at last released their own fantasy miniatures rules! Battlestorm uses a simple combat system that stresses action, reaction and interaction. Attackers declare any melee combat before they move. This way the opponent has the option of counter-attacking, fleeing or even attacking some other unit. Combat can fire off an exciting chain reaction that suddenly draws many units into the fray. These are called *battlestorms* and they often mean a battle can hinge on a few critical decisions that cause an explosion of carnage. These rules are designed for the bold commander who wants to feel the rush of adrenaline as his troops become enmeshed in a tactical chess match with all the violence and pageantry of a medieval fantasy battle. 160 full color pages with heaps of color photos of Ral Partha miniatures, includes army lists and stats for Savages, Barbarians, Reavers, Tyrants, Dragons, Dwarves, Goblins, Orcs, High Elves, Humans, Undead, Trolls, Ogres, and heaps of monsters and animals, etc. $48.00

For this catalog only, you can deduct 33% off the price of the AD&D Ral Partha blister packs...

AD&D FANTASY

AD&D Characters

Blister packs each with 1 male & 1 female 25mm figure.

RAL11001	FIGHTERS W/2 HND SWORDS (2)	$7.50
RAL11002	CLERICS W/STAFF & HAMMER (2)	$7.50
RAL11003	MAGIC USERS W/STAFF & DAGGER	$7.50
RAL11004	RANGERS W/BOW & SWORD (2)	$7.50
RAL11005	THIEVES W/SLING & SWORD (2)	$7.50
RAL11006	DWARF FIGHTERS W/SHLD & HAMMR	$7.50
RAL11007	ELVEN MAGIC USERS W/STAFF	$7.50
RAL11008	GNOME THIEVES W/DAGGER & X-BOW	$7.50
RAL11009	ADVENTURING MAGES WITH STAFF	$7.50
RAL11010	PALADINS W/SWORD & DAGGER	$7.50
RAL11011	HALF ELF RANGERS-BOW & SWORD	$7.50
RAL11012	HALFLING FIGHTER THIEVES	$7.50
RAL11013	BARDS W/HARP & SWORD	$7.50
RAL11014	KENDER ROGUES W/HOOPAKS	$7.50
RAL11015	SAVAGE WARRIORS W/SPR & SHLD	$7.50
RAL11016	HUMAN ROGUES W/SWORDS	$7.50
RAL11017	MERCENARIES (2)	$7.50
RAL11018	WILDERNESS WARRIORS (2)	$7.50
RAL11019	WANDERING SORCERERS (2)	$7.50
RAL11020	ELF MILITANT WIZARDS (2)	$7.50
RAL11021	BERSERKER BARBARIANS	$7.50
RAL11022	ORIENTAL FIGHTERS	$7.50
RAL11023	BOUNTY HUNTERS	$7.50
RAL11024	GLADIATORS	$7.50
RAL11025	WILD DROW	$7.50
RAL11026	FIGHTERS W/AXES	$7.50
RAL11027	DRUIDS (MALE & FEMALE)	$7.50
RAL11028	PRIESTS (MALE & FEMALE)	$7.50
RAL11029	ELVEN THIEVES (MALE & FEMALE)	$7.50
RAL11030	FIGHTERS IN PLATE (2)	$7.50
RAL11031	DWARF FIGHTERS IN CHAINMAIL(2)	$8.25
RAL11050	FZOUL CHEMBRYL (1)	$4.00
RAL11051	ZULKIR SZASS TAM (1)	$4.00
RAL11052	MOURNGRYM AMCATHRA (1)	$4.00
RAL11053	MIDNIGHT (1)	$4.00
RAL11054	LORD MENSHOON (WIZARD)	$4.00
RAL11055	MANXAM (BEHOLDER)	$8.00
RAL11056	SHAERT AMCATHRA (THIEF)	$4.00
RAL11057	ELMINSTER WIZARD & SAGE (1)	$4.00
RAL11058	KHELBEN (1) FORGOTTEN REALMS	$4.00
RAL11059	DOVE FALCONHAND (1) FR REALMS	$4.00
RAL11060	FLORIN FALCONHAND (1) FR REALM	$4.00
RAL11061	AZALIN THE LICH (1) FR REALM	$4.00
RAL11062	KING AZOUN CORMYR (1) FR REALM	$4.00
RAL11063	VANGERDAHAST WIZ (1) FR REALM	$4.00
RAL11064	LORD SOTH MTD & FOOT	$4.00
RAL11065	TANIS	$4.00
RAL11066	GOLDMOON	$4.00
RAL11067	FIZBAN	$4.00
RAL11068	DRIZZT (1)	$4.00
RAL11069	RAISTLIN (1)	$4.00
RAL11070	CARAMON (1)	$4.00
RAL11071	KITIARA (1)	$4.00
RAL11072	LAURANA (1)	$4.00
RAL11073	LORD GUNTHAR	$4.00
RAL11074	SILVANA	$4.00
RAL11075	GILTHANAS	$4.00
RAL11076	HIGH BULP & BUPU (2)	$5.00
RAL11077	FLINT FIREFORGE (1)	$4.00
RAL11078	LAERAL SILVERHAND (1)	$4.00
RAL11079	STORM SILVERHAND (1)	$4.00
RAL11080	TASSELHOF BURRFOOT (1)	$4.00
RAL11081	STURM BRIGHTBLADE (1)	$4.00
RAL11082	ALUSTRIEL (1)	$4.00
RAL11083	DOVE FALCONHAND IN ARMOR	$4.75
RAL11084	THE SIMUL (1)	$4.00
RAL11085	QILUE VELADORN	$4.75
RAL11086	SYLUNE	$4.75

AD&D Monsters

Blister packs each with 1 - 4 25mm scale figures.

RAL11401	BEHOLDER (1)	$9.25
RAL11402	COUATL (1)	$7.25
RAL11403	STONE GIANT WITH AXE (1)	$12.50
RAL11404	UMBER HULK (1)	$10.00
RAL11405	OGRE MAGE WITH VICTIM	$10.00
RAL11406	MIND FLAYER (1)	$4.00
RAL11407	FIRE GIANT (1)	$12.50
RAL11408	TROLL (1)	$9.25
RAL11409	ORCS (4)	$12.50
RAL11410	ETTIN (1)	$12.50
RAL11411	OWL BEAR	$9.25
RAL11412	BUGBEARS (3)	$12.50
RAL11414	CHIMERA (1)	$16.00
RAL11415	GENIE (1)	$16.95
RAL11416	LESSER GOLEMS-FLESH/CLAY	$8.00
RAL11417	GREATER GOLEMS-IRON/STONE	$15.00
RAL11418	DROW ELVES (4)	$12.50
RAL11419	FIRBOLG WITH SWORD (1)	$12.50
RAL11420	GNOLLS (3)	$12.50
RAL11421	KOBOLDS (7)	$12.95
RAL11422	ELVES (4)	$14.00
RAL11423	PEGASUS (1)	$10.50
RAL11424	UNICORN (1)	$9.25
RAL11425	IMPERIAL MINOTAURS (3)	$14.00
RAL11428	YOUNG DRAGON OF KRYNN	$12.50
RAL11429	MARRASHI (1)	$5.00
RAL11430	PHASE SPIDER	$16.00
RAL11431	STORM GIANT W/SWORD (88mm)	$17.95
RAL11432	GOBLINS (5)	$15.00
RAL11433	GARGOYLES (2)	$10.00
RAL11434	GHOULS AND GHAST (3)	$10.00
RAL11436	FROST GIANT-AXE & SHIELD (1)	$15.00
RAL11437	HARPIES (3)	$12.50
RAL11438	WIGHT (1)	$4.00
RAL11439	BASILISK (1)	$12.50
RAL11440	CLOUD GIANT-BALL & CHAIN (1)	$17.95
RAL11441	HIPPOGRIFF (1)	$10.00
RAL11442	GIANT TOAD (1)	$6.95
RAL11443	SAHUAGIN	$11.50
RAL11444	TROGLODYTES (3)	$12.50
RAL11445	GRIFFON (1)	$10.00
RAL11446	ARMORED HOBGOBLINS (3)	$12.50
RAL11447	FIRE MINION W/FLAMING	$6.50
RAL11448	GNOMES W/HAND WEAPONS (5)	$12.50
RAL11449	WYVERN POUNCING (1)	$16.50
RAL11450	BEASTMEN	$12.00
RAL11451	SATYR WITH SPEAR (1)	$3.50
RAL11452	GIANT SCORPION (1)	$10.00
RAL11453	CYCLOPS KIN IN FURS (3)	$12.50
RAL11456	MIMICS-BED,CHEST,BARREL (3)	$12.50
RAL11457	ORGS (3)	$14.00
RAL11459	SKRAG SEA TROLL	$8.00
RAL11460	MITES	$11.50
RAL11462	LAMIA	$5.00
RAL11463	KETCH (3)	$11.50
RAL11464	NAGA	$4.00
RAL11465	BONESNAPPER	$6.50
RAL11466	BLINK DOGS	$6.50
RAL11467	MINOTAUR	$6.95
RAL11468	TAERS	$12.00
RAL11469	SLIGS	$12.00
RAL11470	MEDUSA (1)	$4.00
RAL11471	NECROPHIDIUS (1)	$4.00
RAL11473	GIANT RAT HORDES (2)	$9.50
RAL11474	SYLPH (1)	$4.00
RAL11475	LIZARDMEN (3)	$12.00
RAL11476	BEHOLDER KIN (2)	$14.00
RAL11477	MANTICORE (1)	$12.95
RAL11478	KENKU (1)	$12.50
RAL11480	LICH (1)	$4.00
RAL11481	AD&D OGRE W/CLUB	$7.50
RAL11482	AD&D WHITE DRAGON	$12.50
RAL11483	AD&D ROCK PYTHON	$9.00
RAL11484	FAIRIE	$4.00
RAL11486	BUGBEARS & KOBOLD (3)	$10.00
RAL11487	AD&D HOBGOBLIN JAILER & GUARDS	$10.00
RAL11488	CYCLOPS (1)	$19.95
RAL11489	FIREKIN (1)	$5.00
RAL11490	GITHYANKI (3)	$12.50
RAL11492	YUAN TI (3)	$12.50
RAL11493	SHAMBLING MOUND (1)	$10.00
RAL11494	WEMIC (2)	$12.50
RAL11496	SKELETAL GIANT	$12.50
RAL11497	XORN	$5.00
RAL11498	CAVE FISHER	$5.00
RAL11499	WERE RAT IN 3 STAGES	$10.00
RAL11500	CRYPT THING (1)	$4.00
RAL11501	HELL HOUNDS (2)	$10.00
RAL11502	DEATH KNIGHT (1)	$4.00
RAL11503	MOUNTAIN GIANT (1)	$12.50
RAL11504	REMORHAZ (1)	$27.00
RAL11505	ILLITHID (1)	$4.00
RAL11506	HOOK HORROR (1)	$6.95
RAL11507	DEATH DOGS (2)	$9.00
RAL11508	GITHZERAI (3)	$10.00
RAL11509	ETTECAPS (3)	$9.75
RAL11510	RAKSHASA (1)	$4.00
RAL11511	MOLDMEN (7)	$11.50
RAL11512	MEDUSAE (M&F) (2)	$7.50
RAL11513	GREATER YUGOLOTH GUARD	$11.50
RAL11514	LARGE SPIDERS (2)	$7.50
RAL11515	GIANT SPIDER	$13.50
RAL11516	GRIMLOCKS (4)	$12.95
RAL11517	DROW II (4)	$12.95
RAL11518	MALE DRIDERS (2)	$14.00
RAL11519	FEMALE DRIDER (1)	$11.00
RAL11520	HAMMER GOLEM (1)	$7.50
RAL11521	SPELLWEAVER (1)	$5.00
RAL11522	BANELAR (1)	$4.00
RAL11523	DERRO (3)	$9.00
RAL11524	LYCANTHROPES (3)	$11.50
RAL11525	GRELL (2)	$7.50
RAL11526	FOMOREAN GIANT (1)	$14.00
RAL11527P	ELEMENTALS OF FIRE & EARTH (2)	$11.00
RAL11528P	ELEMENTALS OF AIR & WATER (2)	$11.00
RAL11529	OTYUGH	$9.00
RAL11530	PERYTON (1)	$12.50
RAL11531	BULLYWUGS (5)	$12.50
RAL11532	ORMYR (1)	$15.50
RAL11533	BONE GOLEM (1)	$5.00
RAL11534	GIBBERLINGS (4)	$10.00
RAL11535	NIGHTSHADES (3)	$9.00
RAL11536	WIND DUKES (2)	$6.95
RAL11537	HOUNDS OF LAW (2)	$6.95
RAL11538	KAKUU SPIDER FIENDS (2)	$8.00
RAL11539	RAKALUPIS (1)	$12.50
RAL11540	DRAGON KIN (1)	$5.00
RAL11540N	GIBBERING MOUTHER	$9.00
RAL11541	SNOW TROLL	$5.50
RAL11542	GIBBERING MOUTHER	$9.75
RAL11576	GOLD DRAGON (1)	$21.50
RAL11577	RED DRAGON (1)	$21.50
RAL11578	BRONZE DRAGON (1)	$17.95
RAL11579	AMETHYST DRAGON (1)	$17.95
RAL11580	BLACK DRAGON	$17.95
RAL11581	TOPAZ DRAGON	$17.95
RAL11582	DRACOLICH	$17.95
RAL11583	SILVER DRAGON	$17.95
RAL11584	BLUE DRAGON	$19.95
RAL11585	EMERALD DRAGON	$19.95
RAL11586	GREEN DRAGON	$22.95
RAL11587	COPPER DRAGON	$19.95

AD&D Ravenloft

Blister packs with () 25mm figures.

RAL11101	WEREBATS (3) RAVENLOFT	$9.00
RAL11103	DEMI-HUMAN VAMPIRES (3) RAVENL	$9.00
RAL11104	VAMPYRES (3) RAVENLOFT	$9.00
RAL11106	VILLAGE PERSONALITIES (4) RVNL	$11.50
RAL11107	GOBLYNS (3) RAVENLOFT	$9.00
RAL11110	GYPSY DANCERS (3)	$10.00
RAL11111	RAVENLOFT LORDS (3)	$9.00
RAL11112	VAMPIRE HUNTERS (3)	$9.50
RAL11113	LOST ONES (3)	$9.50
RAL11114	WOLFWERES (4)	$13.50
RAL11115	ZOMBIE LORD & LACKEYS	$9.00
RAL11116	RATK UBEL d	$3.50
RAL11118	NATALIA VORSHKOVA	$3.50
RAL11119	VAMPIRES (3)	$10.00
RAL11120	LAB WORK TABLES & LABWARE	$10.00
RAL11121	ASSORTED LIFE ENERGIZES	$10.00
RAL11122	FRANTISK MARKOV	$3.50

AD&D Planescape

Blister packs with () 25mm figures

RAL11600	FACTOL OF MERCYKILLERS (1)	$4.00
RAL11601	FACTOL OF MERCYKILLERS (1)	$4.00
RAL11602	FACTOL LHAR/BLEAK CABAL	$4.00
RAL11603	FACTOL DARIUS - SIGNERS	$4.00
RAL11604	LEI KUNG POWER OF LAW	$7.50
RAL11605	THOR NORSE POWER OF CHAOS	$4.00
RAL11606	FACTOL KORAN OF CHAOS	$4.00
RAL11607	MASK (1)	$4.00
RAL11608	FREYA (GODDESS) (1)	$4.00
RAL11609	A'KIN ARCANALOTH (1)	$4.00
RAL11610	ESTAVAN (OGRE MAGE (1)	$5.00
RAL11611	KYLIE (1)	$4.00
RAL11612	SHEMESHKA & COLCOOK (2)	$7.50
RAL11613	CIRILY (1)	$4.00
RAL11614	DJHEK 'NLARR (1)	$4.00
RAL11615	FELL (1)	$4.00
RAL11616	JEMORILLE THE EXILE (1)	$4.00
RAL11617	SLY	$4.00
RAL11618	PARAKK THE RAT	$4.00
RAL11619	ALLUVIUS RUSKIN	$3.90
RAL11620	TRANSCENDENT ORDER PCS (2)	$6.95
RAL11621	XAOSITECTS PCS (2)	$6.95
RAL11622	FREE LEAGUE BARIAUR	$6.95
RAL11623	MERCY KILLERS (2)	$6.95
RAL11624	ANARCHISTS OF REV LEAG	$7.50
RAL11625	INCANTIFERS (M&F)	$7.50

RAL11626	AASIMAR (M&F)	$7.50
RAL11627	THE "US"	$5.00
RAL11640	GREATER GELUGON (1)	$12.50
RAL11641	AASIMON SOLAR (1)	$9.00
RAL11642	TANARRI SUCCUBUS (1)	$4.00
RAL11643	ERINYE (1)	$4.00
RAL11644	ARMANITES	$15.00
RAL11645	LESSER BAATEZU/HAMATULA	$12.50
RAL11646	MARUT	$15.00
RAL11647	CORNUGON	$8.00
RAL11648	PIT FIEND	$14.00
RAL11649	CHASME	$9.00
RAL11650	ELEMENTAL VERMIN	$10.50
RAL11651	DRETCH	$12.95
RAL11652	MOLYDEUS (1)	$16.00
RAL11653	MARALITH (1)	$4.00
RAL11654	BARBAZU (4)	$12.50
RAL11655	BLACK ABISHAI (2)	$16.00
RAL11656	DOOMGUARD (2)	$8.25

AD&D Dark Sun

Blister packss with () 25mm figures.

RAL11702	CRODLU RIDERS (3)	$13.50
RAL11704	CLIFF GLIDER DARK SUN	$15.50
RAL11706	TEMBO DARK SUN	$6.50
RAL11707	DARK SUN ADVENTURERS	$9.00
RAL11709	DARK SUN HALF GIANTS (2)	$16.00
RAL11710	DARK SUN JOZHALS (5)	$9.00
RAL11711	DARK SUN BELGOI (3)	$9.00
RAL11712	DRAGON KING (1)	$15.50
RAL11714	HALF GIANT WARRIOR (1)	$9.00
RAL11750	THE SPIDER	$11.00
RAL11753	BANSHEGH & JUSTINA	$6.95
RAL11754	QUIRAD AL-DINN (1)	$3.50
RAL11755	THE SWORD MAGE (1)	$3.50
RAL11756	LIAEDDRA OF LLUABRAIGHT (1)	$3.50

AD&D Boxed Sets

Each with () 25mm figures.

RAL10500	RED DRAGON OF KYRNN & RIDER	$39.95
RAL10501	DRACONIANS (10)	$36.95
RAL10502	HEROES OF THE LANCE (10)	$32.95
RAL10503	HUMA'S SILVER DRAGON	$38.95
RAL10504	VILLAINS OF KYRNN (9)	$36.95
RAL10509	DUNGEON GAME MINIATURES (10)	$34.95
RAL10511	RAVENLOFT DENIZENS (10)	$34.95
RAL10512P	D&D MONSTERS (20 PLASTIC)	$62.95
RAL10515	CASTLE FORLORN RAVENLOFT	$32.95
RAL10517	DR MORDENHEIMS LABORATORY	$31.95
RAL10519	PLANESCAPE BOXED MINIATURES	$39.95
RAL10520	POWERS OF CHAOS PLANESCAPE	$36.95
RAL10521	POWERS OF LAW PLANESCAPE	$36.95
RAL10524	PERSONALITIES OF THE BLOOD	$32.95
RAL10550	HEROES OF FORGOTTEN REALMS(10)	$32.95
RAL10551	DROW ELVES OF MENZOBERRZN (10)	$34.95

BattleSystem Brigades

Boxed Sets with 25mm figures.

RAL10566	LORD SOTHS CHARGE (13) Lord Soth & 12 Skeleton Mtd Knights	$59.95
RAL11850	LORD HARCOURT'S CAVALRY (3)	$16.00
RAL11851	LORD HARCOURT'S ARCHERS (6)	$14.00
RAL11852	LORD SOTH'S SKELETON CAV (3)	$14.50
RAL11853	IRON LORDS DWARF GUARD (6)	$14.00
RAL11854	IRON LORDS DWARF XBOWMEN (6)	$14.00
RAL11857	HORDE HEAVY CAVALRY	$14.50
RAL11858	HORDE LIGHT CAVALRY	$13.50
RAL11859	OGRE MARAUDERS	$15.00
RAL11861	GNOLL LEADER & FLIND	$6.95
RAL11862	GREY BLOSSOM ARMORED INFANTRY	$17.95
RAL11863	GREY BLOSSOM UNARMORED INF	$17.95
RAL11864	GREY BLOSSOM HEROES (2)	$6.95

Battlesystem 15mm Army Packs

Blisters with ( ) true 15mm figures.

RAL11906	CORMYR MILITIA	$11.50
RAL11907	WAR ELEPHANT	$15.00
RAL11920	ELF HORSE ARCHERS (7)	$11.00
RAL11975	ORC WAR MACHINE	$15.00
RAL11992	MINDUGUPLH COMPANY GIFF 15mm	$10.50
RAL11993	MINDUGUPLH COMPANY WEMIC SCOUT	$11.50
RAL11994	MINDUGUPLH COMPANY KENKU 15mm	$10.50

FANTASY PERSONALITIES

Blisters with ( ) true 25mm figures.

For this catalog only, you can deduct 33% off the price of the following series of Ral Partha miniatures...

RAL01001	EVIL WIZARD W/FINGER (1)	$4.00
RAL01004	CLERIC W/COBRA STAFF (1)	$4.00
RAL01005	WINGED GREMLIN	$4.00
RAL01011	ANGEL	$7.25
RAL01012	ARCHANGEL	$7.25
RAL01019	ANGEL OF DEATH W/SCYTHE	$8.25
RAL01027	RANGERS, MTD & ON FOOT	$11.25
RAL01028	GREMLIN WAR PARTY (3)	$11.00
RAL01038	WINGED PANTHER (1)	$9.25
RAL01040	WEREBEAR (1)	$9.25
RAL01050	GIANT WYVERN	$12.00
RAL01066	NECROMANCERS (3)	$11.00
RAL01068	DRAGON BLISTER	$17.95
RAL01071	UNICORN WITH MTD MAID	$8.25
RAL01072	COLD DRAKE	$16.95
RAL01083	WAR DRAGON	$19.95
RAL01090	STORM GIANT WITH AXE	$11.25
RAL01091	MTD ELF HERO IN PLATE	$11.50
RAL01093	ANTI-PALADIN MTD & FOOT	$11.25
RAL01094	GOLDEN DRAGON	$38.95
RAL01095	JABBERWOCK (1)	$11.25
RAL01096	HIPPOGRIFF (1)	$8.50
RAL01114	THIEVES (4)	$12.75
RAL01124	WARRIORS OF CHAOS (4)	$12.75
RAL01126	MTD CHAOS LORD W/SWORD	$11.25
RAL01128	BRIGANDS TREASURE CARAVAN	$18.95
RAL01129	CELESTIAL DRAGON	$19.95
RAL01134	LAWFUL FIGHTIN' COMPAN	$7.25
RAL01135	LAWFUL SWORDMASTERS (2)	$7.25
RAL01136	CHAOTIC DOOM KNIGHTS (2)	$7.25
RAL01138	BLACK DRAGON	$19.50
RAL01139	BLUE DRAGON	$19.50
RAL01143	MALKOTIAN SPEARMEN (2)	$7.50
RAL01151	SEA DRAGON	$18.95
RAL01155	GIANT GRIFFON (1)	$13.25
RAL01159	ELITE ARMOURED DWARF GUARDS	$7.25
RAL01162	EVIL CRIMSON DRAGON (1)	$16.95
RAL01163	FIRE DRAKE (1)	$16.00
RAL01164	ELF ANTI-HERO WITH SLAVE GIRL	$10.25
RAL01165	DANCING GIRLS (3)	$10.25
RAL01167	LIZARDMEN & WATCHDOG	$12.75
RAL01168	DWARF, ELF & CHAARNA	$10.25
RAL01169	KROGAR THE GORILLAMAN&DAMSEL	$16.00
RAL01170	THE THIEVES' GUILD	$10.25
RAL01171	WHITE WORM (1)	$17.00
RAL01172	HIGHLAND DRAGON & CONSORT	$18.50
RAL01173	SORCERESS ON PALANQUIN	$15.00
RAL01174	BARBARIAN DWARVES	$11.00
RAL01175	NUADHA SILVERHAND	$8.50
RAL01176	JUGURTHA 4 ARMED TITAN	$16.00
RAL01177	DAMSEL IN DISTRESS	$12.95
RAL01178	DEMON WOMEN (3)	$11.50
RAL01179	PERSEUS VERSES THE KRAKEN	$19.95
RAL01180	WINGED LION	$10.25
RAL01181	PEGASUS & MOUNTED VALKYRI	$12.75
RAL01182	DWARF DRAGON FIGHTER (3)	$10.25
RAL01183	DWARF SHIELD MAIDENS (3)	$10.25
RAL01184	EVIL DRAGON AND CAPTIVE	$17.95
RAL01185	DWARF ADVENTURERS (3)	$14.00
RAL01186	MIZOR SUMMONED DEMON LORD	$9.25
RAL01187	KINGS (4)	$14.00
RAL01188	QUEENS (4)	$14.00
RAL01189	BEOWULF AND GRENDEL	$9.75
RAL01190	SINBAD ON FLYING CARPET	$9.75
RAL01314	BRASS DRAGON	$18.95
RAL01401	WHITE WIZARD	$11.50
RAL01402	CARN, WARRIOR/MAGE	$11.50
RAL01404	LEONARA, WARRIOR CHAMPION	$11.50
RAL01405	CZARCHON, WITCH KING	$11.50
RAL01406	EVIL SUPERHERO W/AXE & SHLD	$11.50
RAL01407	PALADIN MTD W/SWORD & SHLD	$11.50
RAL01408	BLACK PRINCE MTD W/AXE & LANCE	$11.50
RAL01410	SIMON PENITENCER	$11.50
RAL01411	MANDRONE THE EXORCIST	$12.95
RAL01412	VALAZ RAVENHEART	$11.50
RAL01413	BROK THE MALEVOLENT	$12.95
RAL01414	SARAK BLOODBEAST	$12.95
RAL01415	BARON DIABOLAK DEATH KNIGHT	$12.95
RAL01416	LADY PALADIN MTD & FT	$12.95
RAL01417	NOMAD WARRIOR WOMAN (FT&MTD)	$12.95
RAL01505	DRACOLICH LIMITED ED	$99.95
RAL01506	SLAVE AUCTION LIMITED EDITION	$99.95
RAL01507	GOLDEN CHAOS DRAGON L.ELMORE	$139.95
RAL01601	DWARF CHAMPION W/SWORD (1)	$4.00
RAL01602	ORC KING W/SWORD (1)	$4.00
RAL01603	NECROMANCER W/WAND (1)	$4.00
RAL01604	CHAOS DEATHMASTER W/SCYTHE (1)	$5.00
RAL01605	GNOME MASTER THIEF W/SWRD (1)	$4.00
RAL01606	WAR GOD	$9.75
RAL01607	GODDESS OF EVIL	$9.75
RAL01608	GODDESS OF LOVE	$9.75
RAL01609	SUN GOD	$9.75
RAL01700	MAN WITH MEGALICTIS	$9.75
RAL01701	MAN WITH CAVE LION	$9.50
RAL01702	MALE WITH RUNNING HYENA	$9.75
RAL01703	WOMAN WITH SABERTOOTH TIGER	$9.75
RAL01704	DORAK WITH HYAENODON	$9.75
RAL01705	VRINA WITH LIGER	$9.75
RAL01706	VELMA & CAVE HYENA	$9.75
RAL01707	TALLEAH WITH CHEETAH	$9.75
RAL01708	BYDAN WITH OSTEOBORUS	$9.75
RAL01709	SHONA & DOGBEAR	$9.75
RAL01710	HUNTRESS AND HUNTING DRAGON	$12.95
RAL01711	IVEA THE BATTLE QUEEN & WOLF	$7.25
RAL01712	VELOCIRAPTORS	$13.50
RAL01713	KALA WITH PHORHUSRACOS	$11.00
RAL01714	DANAE WITH SMILODON	$9.75

3-STAGE CHARACTERS

Each with 3 x 25mm figures representing low, mid, high character classes.

For this catalog only, you can deduct 33% off the price of the following series of Ral Partha miniatures...

RAL01315	FIGHTER PLAYER CHARACTER (3)	$10.25
RAL01316	RANGER PLAYER CHARACTER (3)	$10.25
RAL01317	MAGIC USER PLAYER CHARACTER(3)	$10.25
RAL01318	HOBBIT THIEF 3-STAGE CHRCTR(3)	$10.25
RAL01319	ELF THIEF PLAYER CHARACTER (3)	$10.25
RAL01320	PALADIN PLAYER CHARACTER (3)	$10.25
RAL01321	HUMAN ASSASSIN 3-STAGE CHAR(3)	$10.25
RAL01322	BARBARIAN PLAYER CHARACTER (3)	$10.25
RAL01323	DWARF FIGHTER (3 STAGE) (3)	$10.25
RAL01324	ELF FIGHTER (3 STAGE) (3)	$10.25
RAL01325	DRUID (3 STAGE) (3)	$10.25
RAL01326	CLERIC 3-STAGED CHARACTER (3)	$10.25
RAL01328	ANTI-PALADIN (3)	$10.25
RAL01329	ELF FIGHTER/MAGE (3)	$10.25
RAL01330	FIGHTER W/AXE (3)	$10.25
RAL01332	FEMALE FIGHTERS (3)	$11.00
RAL01333	WIZARD MAGE W/STAFF (3)	$10.25
RAL01334	GNOME ILLUSIONIST (3)	$10.25
RAL01336	NINJA PLAYER CHARACTER (3)	$10.25
RAL01337	FEMALE MAGIC USER (3)	$10.25

FANTASY ARMY PACKS

Most of this range are the new 28mm figures, with 4 - 6 foot or 2 - 3 cavalry

For this catalog only, you can deduct 33% off the price of the following series of Ral Partha miniatures...

RAL02001	HIGH ELVES WITH SWORDS (6)	$14.50
RAL02002	HIGH ELVES WITH POLEARMS (6)	$14.50
RAL02003	HIGH ELVES WITH SPEARS (6)	$14.50
RAL02004	HIGH ELVES FIRING BOWS (6)	$14.50
RAL02005	FEMALE HIGH ELVES W/BOWS (6)	$14.50
RAL02006	HIGH ELF REGULARS W/SWORDS (6)	$14.50
RAL02007	HIGH ELF REGULARS W/SPEARS (6)	$14.50
RAL02008	HIGH ELF REGULARS W/AXES (6)	$14.50
RAL02009	HIGH ELF REGULARS W/BOWS (6)	$14.50
RAL02010	FEMALE HIGH ELF REG W/BOW (6)	$14.50
RAL02011	IRREGULAR ELF SERGEANTS (5)	$16.95
RAL02012	REGULAR ELF SERGEANTS (5)	$16.95
RAL02013	HIGH ELVEN MTD LANCERS (2)	$19.50
RAL02014	HIGH ELF HORSE ARCHERS (2)	$17.95
RAL02015	HIGH ELVEN WARLORD (1)	$7.75
RAL02016	HIGH ELVEN COMMAND (3)	$15.00
RAL02030	DWARVEN ENGINEERS (6)	$14.00
RAL02031	DWARVEN AXEMEN (6)	$14.00
RAL02032	ELITE DWARF AXEMEN MIXED (6)	$14.00
RAL02033	DWARVES WITH 2 HANDED AXES (6)	$12.95
RAL02034	DWARVEN CAVALRY (3)	$14.00
RAL02035	DWARVEN ARQUEBUSIERS (6)	$14.00
RAL02036	DWARF W/HAMMER (6)	$14.00
RAL02037	DWARVEN SWORDSMEN (6)	$14.00
RAL02038	DWARF W/CROSSBOW (6)	$14.00
RAL02039	DWARVEN COMMAND (4)	$14.00
RAL02049	GOBLIN COMMAND (4)	$14.00
RAL02050	MIXED IMP SKIRMISHERS (8)	$14.00
RAL02051	GOBLIN SPEARMEN (6)	$14.00
RAL02052	GOBLIN SWORDSMEN (6)	$14.00
RAL02053	GOBLIN ARCHERS (6)	$14.00
RAL02054	GOBLIN BERSERKERS (6)	$14.00
RAL02060	GOBLIN WAR CHARIOT	$28.50
RAL02061	GOBLIN WOLF RIDER (3)	$15.00
RAL02062	LESSER ORC ARCHERS (25mm scale)	$12.95
RAL02065	LESSER ORC MELEE TROOPS (25mm scale)	$12.95
RAL02072	MIXED ORC SWORDMEN (6) (25mm scale)	$14.00
RAL02073	KORGS KILLERS (6 ORCS) (25mm scale)	$14.00
RAL02077	ORC ARCHERS (6) (25mm scale)	$14.00
RAL02079	ORC COMMAND GROUP (4) (25mm scale)	$14.00
RAL02080	ORC LEGIONARIES (6)	$13.50
RAL02081	ORC HEAVY LEGIONARIES (6)	$14.00
RAL02082	ORC AUXILIARY ARCHERS (6)	$14.00
RAL02083	ORC GLADIATOR AUXILIARIES (6)	$14.00
RAL02084	ORC LEADER & GUARDS (5)	$14.00
RAL02086	WILD ORC LIGHT INFANTRY (6)	$12.95
RAL02087	WILD ORC HEAVY INFANTRY (6)	$12.95
RAL02089	WILD ORC BOAR RIDERS (3)	$12.95
RAL02094	WOLF RIDERS & WOLF (4) (25mm scale)	$14.00
RAL02095	CENTAUR SKIRMISHERS (25mm scale)	$14.00
RAL02110	LORD GOODWINS COMMAND (4)	$14.00
RAL02111	KNIGHTS OF JUSTICE (3)	$14.00
RAL02112	LANCERS OF JUSTICE (3)	$14.00
RAL02113	LEGION OF JUSTICE ARCHERS (6)	$14.00
RAL02114	JUSTICE LEGION FOOT SOLDIERS 6	$14.00
RAL02140	TROLL SHAMAN & LEADER (2)	$14.00
RAL02141	TROLL STANDARD & DRUMMER (2)	$14.00
RAL02142	TROLL ROCK THROWERS (3)	$14.00
RAL02143	TROLL HEAVY INFANTRY (3_	$14.00
RAL02144	TROLL LIGHT INFANTRY (3)	$14.00
RAL02145	OGRE COMMANDER (1)	$9.25
RAL02146	OGRE STANDARD (1)	$9.25
RAL02147	OGRE HEAVY ASSAULT TROOPS (2)	$14.00
RAL02148	OGRE WARRIOR (2)	$14.00
RAL02149	OGRE SPEARMEN (2)	$13.90
RAL02150	OGRE CHAMPION & HERALD (2)	$15.50
RAL02151	OGRE GUARDSMEN (2)	$14.00
RAL02152	OGRE ASSAULT BOWMEN (2)	$15.25
RAL02161	DWARF BOMBARD & (3) CREW	$14.00
RAL02162	DWARF FLMRTHR & (4) CREW	$19.95
RAL02163	DWARF CATAPLT & (3) CREW	$19.95
RAL02164	TROLL CATAPULT & LOADER	$14.00
RAL02165	OGRE BALLISTA (1)	$19.95
RAL02180	SKELETONS FOOT COMMAND (4)	$14.50
RAL02181	SKELETONS WITH SWORDS (6)	$14.50
RAL02182	SKELETONS WITH BOWS (6)	$14.50
RAL02183	SKELETONS WITH SPEARS (6)	$14.50
RAL02184	ARMORED SKELETONS (6)	$14.50
RAL02185	LIGHT SKELETON CAVALRY (2)	$14.50
RAL02186	ARMORED SKELETON CAVALRY (2)	$17.95
RAL02187	SKELETON MOUNTED COMMAND (2)	$17.95
RAL02188	SKELETAL FOOT KNIGHTS SWRDS(4)	$14.50
RAL02189	SKELETON HORSE ARCHERS (2)	$17.95
RAL02190	SKELETAL BALLISTA & CREW	$14.00
RAL02191	SKELETAL HEROES (3)	$14.50
RAL02200	REAVER MARINES (6)	$14.50
RAL02201	REAVERS: SLAVERS (6)	$14.50
RAL02202	REAVER WAR WITCHES (3)	$14.50
RAL02203	BARBARIAN REAVER SCOUTS (4)	$13.50
RAL02204	TYRANTS: WARRIORS W/WPNS (6)	$14.50
RAL02205	TYRANTS: WARRIORS, SHD,SWRD(6)	$14.50
RAL02206	TYRANTS:ADVENTURERS W/SPEARS 4	$14.50
RAL02207	BARBARIAN FOOT COMMAND (3)	$14.50
RAL02208	TYRANT BERSERKERS (4)	$14.50
RAL02209	TYRANT SHIELD MAIDENS (4)	$14.50
RAL02210	TYRANT CROSSBOWMEN (4)	$14.50
RAL02211	TYRANT CHAMPION (1)	$7.50
RAL02212	SAVAGES: BOWMEN (6)	$14.50
RAL02213	SAVAGES: SKIRMISHERS (6)	$14.50
RAL02214	BARBARIAN TRACKER W/WARBEASTS	$15.50
RAL02215	BARBARIAN SPIRIT WALKERS (4)	$13.50
RAL02216	HORSE LORDS LANCERS (2)	$18.95
RAL02217	AMAZON HORSE ARCHERS (3)	$16.95
RAL02218	BARBARIAN MOUNTED COMMAND (2)	$19.50
RAL02219	BARBARIAN LIGHT HORSE ARCHERS (2)	$19.00
RAL02220	BARBARIAN REGULAR CAV WITH SPEAR(2)	$19.00
RAL02221	BARBARIAN HORSE LORD PRIESTESS	$15.50
RAL02222	DARK WIZARDS (3)	$20.00
RAL02223	THE PROMISED ONE	$20.00
RAL02230	CHAOS IMPERIUM COMMAND (3)	$14.50
RAL02231	CHAOS MISSILE TROOPS (4)	$14.00
RAL02232	CHAOS GUARDSMEN (4)	$14.00
RAL02233	FOOT KNIGHTS (4)	$14.00
RAL02234	CRIMSON DEATH AMAZONS (4)	$14.00
RAL02235	CHAOS IMPERIUM BERSERKERS (4)	$14.00
RAL02236	SHOCK TROOPERS WITH PIKE (2)	$14.00
RAL02237	LT SKIRMISHER BEASTMEN (4)	$14.00
RAL02238	CHAOS HEAVY ASSAULT BEASTMEN 4	$14.00
RAL02239	SCROPION MAN SHOCK LORD	$11.75
RAL02240	CHAOS BEASTMEN CAVALRY (2)	$15.00
RAL02241	CHAOS HEAVY CAVALRY (2)	$19.50
RAL02242	MOUNTED DEATH KNIGHTS LANCE(2)	$19.50
RAL02243	CHAOS IMPERIUM MTD KNIGHTS (2)	$19.50
RAL02244	WAR WIZARDS MOUNTED & FOOT	$14.00
RAL02245	CHAOS WAR MONKS (3) & BISHOP	$16.95
RAL02246	CHAOS WINGED WAR DEMONS (2)	$15.00
RAL02260	JUGGERNAUT ORCZ COMMAND	$19.00
RAL02261	LIGHT ORCZ IMPALERS (3)	$15.00
RAL02262	LIGHT ORCZ FAR STRIKERS (3)	$15.00
RAL02263	GARGANTUA ANARK (1)	$10.00

FANTASY CHARACTERS

Each blister contains 1 25mm figure.

For this catalog only, you can deduct 33% off the price of the following series of Ral Partha miniatures...

RAL02227	HALFINGS W/BOWS & SLINGSdelete	$3.50
RAL02301	FIGHTER IN PLATEMAIL W/HELMET	$4.00
RAL02302	PALADIN W/GREATSWORD	$4.00
RAL02303	RANGER IN MAIL W/BOW	$4.00
RAL02304	CHAOTIC WARRIOR W/GREATSWORD	$4.00
RAL02305	CHARGING FIGHTER	$4.00
RAL02307	HEROIC KNIGHT	$4.00
RAL02310	FEMALE FIGHTER W/ROUND SHIELD	$4.00
RAL02311	CAVALIER KNIGHT	$4.00
RAL02332	BRIGAND THIEF	$4.00
RAL02334	CLOAKED ASSASSIN	$4.00
RAL02335	NINJA ASSASSIN	$4.00
RAL02336	ROGUE THIEF	$4.00
RAL02337	FEMALE ADVENTURER THIEF (1)	$4.00
RAL02338	ELVEN THIEF (1)	$4.00
RAL02351	WIZARD W/STAFF	$4.00
RAL02353	ILLUSIONIST CONJURING	$4.00
RAL02354	EVIL WIZARD W/SKULL STAFF	$4.00
RAL02355	WIZARD W/RUNESWORD	$4.00
RAL02356	FEMALE MAGIC USER	$4.00
RAL02372	ARMORED CLERIC	$4.00
RAL02373	DRUID	$4.00
RAL02375	INQUISITOR W/SWORD OF JUSTICE	$4.00
RAL02376	FEMALE CLERIC	$4.00
RAL02391	BARD	$4.00

FANTASY MONSTERS

Blisters with 1 or () scale metal figures.

For this catalog only, you can deduct 33% off the price of the following series of Ral Partha miniatures...

RAL02401	GREAT FIRE DRAGON	$19.95
RAL02403	WERETIGER	$5.00
RAL02404	GARGOYLE	$5.00
RAL02405	DEMON	$5.00
RAL02406	ARMORED MINOTAUR W/SPEAR	$5.00
RAL02407	HELL HOUNDS (3)	$10.00
RAL02408	LION CENTAURS	$10.00
RAL02414	FROST GIANT	$12.95
RAL02418	GREATER CAT LORD	$8.50
RAL02419	GUARDIAN DEMON	$11.00
RAL02420	GARGOYLES (4)	$12.50
RAL02421	DEMON TREE (1)	$10.00
RAL02422	GIANT RAT SWARM	$8.00
RAL02423	MUSHROOM MEN (4)	$10.00

ENCOUNTERS OF THE IMAGINATION

Blisters with ( ) 25mm metal figures

For this catalog only, you can deduct 33% off the price of the following series of Ral Partha miniatures...

RAL02500	SLAVE MASTER & 3 SLAVES	$12.50
RAL02501	BARTENDER,2 BARMAIDS, BOUNCER	$12.50
RAL02502	ORC LORD ON THRONE W/SERVANT	$14.00
RAL02505	PIRATES & SAILORS (4)	$12.50
RAL02506	BEGGARS (4)	$12.50
RAL02507	THREE LADIES ESCORTED BY HERO	$12.50
RAL02508	WOLF PACK (7)	$15.50
RAL02509	FAMILIARS (3 SPRUES)	$9.75
RAL02510	TOWN GUARD (5)	$15.00
RAL02511	WEALTHY TRAVELLERS	$15.00
RAL02513	SKELETAL HUNTER & HOUNDS	$13.50
RAL02514	FIRE LORDS (3)	$15.00
RAL02515	CHILDREN OF THE WIND (3)	$14.00
RAL02516	EARTH MASTER (3)	$12.95
RAL02517	SEA REAVERS (4)	$12.95
RAL02518	TRAVELLING TROUPE (4)	$12.95
RAL02519	ROGUES, LOOT & CAPTIVE	$12.95
RAL02520	VIKINGS (4)	$12.50
RAL02521	CLERGY (4)	$12.50
RAL02522	ZOMBIES (4 ZOMBIES+GRAVE)	$14.00
RAL02523	PEASANT LABORERS (4)	$14.00
RAL02524	KINGS GUARDS MUSKETEERS	$14.00
RAL02525	VLAD-THE VAMPIRES LAIR	$14.00
RAL02526	PANDERER W/GUARD & LADIES	$14.00
RAL02527	BARBARIAN HERO'S ADV PARTY	$14.00
RAL02528	CLERIC & SUCCUBI (4)	$14.00
RAL02529	EXECUTIONERS & PRISONERS	$14.00
RAL02600	FIGHTERS IN PLATE ARMOR	$7.50
RAL02601	NOVICE THIEVES IN LEATHER	$7.50
RAL02602	WIZARD IN ROBES WITH STAFF	$7.50
RAL02603	DWARVEN FIGHTER IN PLATE	$7.50
RAL02604	RANGERS (MALE & FEMALE)	$7.50
RAL02605	CLERICS (MALE & FEMALE)	$7.50
RAL02606	ELVEN MAGIC USERS	$7.50
RAL02607	DRUIDS (MALE & FEMALE)	$7.50
RAL02608	PALADINS MALE & FEMALE	$7.50
RAL02609	HALF ELF RANGERS (M&F)	$7.50
RAL02610	HALFLING FIGHTER-THIEVES (M&F)	$7.50
RAL02611	LEGENDARY HEROES (M&F)	$7.50

FANTASY BADGUYS

Each with 1 - 4 25mm metal figures.

For this catalog only, you can deduct 33% off the price of the following series of Ral Partha miniatures...

RAL02800	CHAOS MOUNTED KNIGHTS	$16.00
RAL02801	CHAOS LORD ON WAR BEAST	$12.00
RAL02806	BONES OF THE PAST (3) ELMORE	$10.50
RAL02807	DANGEROUS JOURNEY (2) ELMORE	$14.50
RAL02808	SEDUCTRESS (3) ELMORE	$14.00
RAL02809	EYES OF AUTUMN (2) ELMORE	$7.50
RAL02903	ARMORED CENTAURS	$11.50
RAL02909	UNICORN	$6.50
RAL02920	LIZARDMEN (4)	$12.50
RAL02949	GREY WIZARD	$3.50
RAL02955	EVIL DRAGON	$17.95
RAL02959	FEMALE ADVENTURERS (3)	$9.50

FANTASY BOXED SETS

With 1 - 10 25mm metal figures.

RAL10200	NINJA	$18.95
RAL10307	LEGION OF DOOM (UNDEAD)	$44.95
RAL10310	SILVER AND STEEL (10 FEMALES)	$32.95
RAL10311	LARRY ELMORE'S WARBAND	$32.95
RAL10312	SILVER & STEEL II	$32.95
RAL10313	SILVER & STEEL III	$32.95
RAL10314	SNARFQUEST BOXED SET	$32.95
RAL10315	REFLECTIONS OF MYTH (8)	$32.95
RAL10412	RAL, LORD OF THE BALROGS	$38.95

COLLECTORS' MASTERPIECES

High Quality boxed sets with 25mm scale figures.

RAL10420	CLUTCH OF FEAR COLLECTOR SET Dragon eating two thieves stealing her eggs.	$46.95
RAL10450	ANTAGONISTS BOXED SET Black dragon verses pegasus.	$54.95
RAL10451P	BRIDGE OF SORROWS Clash against a dragon involving a bridge.	$69.95
RAL10452P	THE CONFLICT White & Black Dragons locked in aerial combat.	$99.95
RAL10461	FEARLESS FIGHTING DRAGON	$38.95
RAL10462P	RIDING THE WIND TO VALHALLA Dwarves with gatlings riding a dragon.	$53.50
RAL10463P	T-CHAR DRAGON, FIRE,FURY,DOOM	$41.95
RAL10464	NIDDHOGG THE WYRM	$44.95
RAL10465	DURINS DOOM Dragon about to eat some dwarves.	$84.95
RAL10602	MTD HERO FIGHTING GIANT From Larry Elmore's Painting	$65.00
RAL01504	TAKHISIS - CHROMATIC DRAGON A stunning model of the famous AD&D dragon	$122.95
RAL10611	JOURNEY TO THE GATHERING From Larry Elmore's Painting	$49.95
RAL01505	DRACOLICH - TSR'S UNDEAD DRAGON A stunning limited edition model of an undead dragon. made of pewter	$99.00
RAL01506	SLAVE AUCTION	$99.00
RAL01507	GOLDEN CHAOS DRAGON (ELMORE)	$119.95

RAL PARTHA IMPORTS

Blisters with 1 or () 25mm metal figures

For this catalog only, you can deduct

33% off the price of the following series of Ral Partha miniatures...

RAL31017	DEMON BEAST	$12.00
RAL31020	WERERAT	$3.50
RAL31022	WRAITH W/FLAMING SWORD deleted	$3.50
RAL31023	LIZARD MEN (3)	$9.00
RAL31024	GREATER ANIMALS (6)	$15.00
RAL31025	LESSER ANIMALS (7)	$15.00
RAL31027	UNICORN	$4.50
RAL31031	MALE & FEMALE LIONS, 2 CUBS	$11.00
RAL31032	WILDEBEAST,GIRAFFE,ANTELOPE	$14.00
RAL31033	CROCODILE,HIPPO,HIPPO IN RIVER	$11.00
RAL31034	ELEPHANT	$16.00
RAL32003	ROBIN HOOD	$3.50
RAL32009	SEVEN MAGIC ITEMS	$8.00
RAL32010	EIGHT TREASURE ITEMS	$6.95
RAL32011	TAVERN BED	$5.50
RAL32012	LARGE CHEST (1)	$5.50
RAL32013	BARREL CHAIRS (2)	$5.50
RAL32014	SPIRIT ARMOR (2)	$8.50
RAL32015	TREASURE TROVE	$11.50

Bushido - Samurai Range

Blisters with 1 25mm metal figure.

For this catalog only, you can deduct 33% off the price of the following series of Ral Partha miniatures...

RAL53901	SAMURAI & RONIN (3)	$10.00
RAL53902	SAMUARI BUSHI (3)	$10.00
RAL53903	NINJA (3)	$10.00
RAL53904	BUDOKA & YAKUZA (3)	$10.00
RAL53905	ORIENTAL FEMALE ADVENTURERS 3	$10.00
RAL53906	GAKUSHO & SHUGENJA MAGICIANS 3	$10.00
RAL53907	TENGU (3)	$10.00
RAL53908	ONI DEMONS (3)	$10.00
RAL53909	KAPPA (3)	$10.00
RAL53910	SHIKOME (3)	$8.00
RAL53911	DAI-BAKEMONO (1)	$10.00
RAL53912	DAI-ONI (1)	$11.00
RAL53913	ARMORED NINJA (3)	$10.00
RAL53914	NINJA W/GIMMICK WEAPONS (3)	$10.00
RAL53915	ARMORED SAMURAI (3)	$10.00
RAL53916	SAMURAI ADVENTURERS (3)	$10.00
RAL53917	TATSU DRAGON	$16.50

FANTASY ADVENTURERS

Blisters with 1 25mm metal figure.

For this catalog only, you can deduct 33% off the price of the following series of Ral Partha miniatures...

RAL61001	FIGHTER IN PLATE MAIL & SWORD	$4.00
RAL61002	WIZARD WITH STAFF (1)	$4.00
RAL61003	CLERIC WITH MACE (1)	$4.00
RAL61004	SNEAK THIEF WITH DAGGER	$4.00
RAL61008	RANGER W/SWORD & BOW	$4.00
RAL61012	NINJA ASSASSIN W/SWORD	$4.00
RAL61019	FEMALE FIGHTER W/TRIANGLE	$4.00
RAL61022	EVIL CLERIC	$4.00
RAL61029	DWARF CHAMPION W/AXE	$4.00
RAL61030	FEMALE RANGER	$4.00
RAL61031	PALADIN W/FULL CHAINMAIL	$4.00
RAL61034	GNOME WARRIOR THIEF	$4.00
RAL61047	SORCERESS IN DUNGEON ATTIRE	$4.00
RAL61048	SWASHBUCKLER THIEF	$4.00
RAL61050	THIEF W/LONGSWORD IN AMBUSH	$4.00
RAL61053	TORQUEMADA, CHAOS CONQUEROR	$4.00
RAL61054	ZORA, GYPSY SORCERER	$4.00
RAL61055	BRAN MAC, KING OF THE PICTS	$4.00
RAL61057	BELINDA, KNIGHT OF LIGHT	$4.00
RAL61059	MELORIAN, RADIANT	$4.00
RAL61067	HEROIC WIZARD	$4.00
RAL61068	QUEEN OF EVIL	$4.00
RAL61069	JUNGLE LORD	$4.00
RAL61070	GALLINIR ELF KNIGHT	$4.00
RAL61072	SHOKMEISTER DWARF STORMTROOPER	$4.00
RAL61073	ROEG BARABARIAN PRINCE	$4.00
RAL61074	ELLANA, DRAGONMISTRESS	$4.00
RAL61075	HOGAR ARMORED HALFLING	$4.00
RAL61076	KIERAN MALE PITFIGHTER	$4.00
RAL61077	KATARO FEMALE PITFIGHTER	$4.00
RAL61078	SARLON DARK ELF WARRIOR	$4.00
RAL61079	DENATALE YOUNG WANDERING WIZ	$4.00
RAL61080	SIR MICHAEL - BOLD CAVALIER	$4.00
RAL61082	DORNA WARRIOR QUEEN	$4.00
RAL61083	SURON-GYL DARK ELF PRINCESS	$4.00
RAL61084	NOEGU PITFIGHTER CHAMPION	$4.00
RAL61085	THORBAN DWARF CHAMPION	$4.00
RAL61086	LANAH, BARBARIAN PRINCESS	$4.00
RAL61087	ZACCAHRIUS	$4.00
RAL61088	FREA KOOLBLADE SHIELD MAIDEN	$4.00
RAL61089	YOUNG PALADIN SIR GARTH	$4.00
RAL61090	ELF ADVENTURESS VIVANIA	$4.00
RAL61092	DRAGON SLAYER AMBERLYNN	$4.00
RAL61093	SWORDMISTRESS CIERA	$4.00
RAL61094	ENCHANTRESS ARIANNA MOONSHADOW	$4.00
RAL61095	ADVENTURING WIZARD ECHIBU	$4.00
RAL61096	ONE EYE JACK THE ROGUE	$4.00
RAL61097	DRUID (1)	$4.00
RAL61098	BARD	$4.00
RAL61099	MUSCAT THE WIZARD	$4.00
RAL61100	CROSIER THE PRIEST	$4.00
RAL61101	CONSTANTINE ALCHEMIST	$4.00
RAL61103	MUSCAT, WIZARD deleted	$4.00
RAL61104	CARNAK THE DWARF SHAMAN	$4.00
RAL61105	WHITE WIZARD	$4.00
RAL61106	THE RED ASSASSIN - NINJA	$4.00
RAL61107	SLATE BLACKFORGE	$4.00
RAL61108	DRUGGA SHARPSTEEL	$4.00
RAL61109	KYLIE DARKWALKER	$4.00
RAL61110	LILITH LITHEFOOT-FALCONER	$4.00
RAL61111	GLORIANA - AMAZON GUARD	$4.00
RAL61112	DRATON DRAGON FIGHTER	$4.00
RAL61113	ERIC LONGBLADE THE VIKING	$4.00
RAL61114	PATER ADUL TERAT, CLERIC	$4.00
RAL61115	MINGNION: FEMALE THIEF	$4.00

REAPER MINIATURES

Dark Heaven Apocalypse

REA **Dark Heaven Apocalypse Boxed Game**

Reaper have finally released their miniatures game for use with their entire range of miniatures. Enter the fully developed world of Avalorr and explore its rich background. Command the armies of Avalorr and fill their ranks with your choice of over 250 notable characters and creatures that are detailed in the 144 page rulebook. Army lists with history and background are provided for 40 ! different empires and kingdoms, including elves, humans (which include Sisters of the Blades Mercenary Company, Knights Templar army, Highlanders, etc), dwarves, gargoyles, vampires (army includes blood wolves, bakarathi, blood imps, etc), undead (army includes liches, ghosts, skeletons, zombies, etc), ores (including giant scorpion riders), Dire-dead (their army includes, Reapers of the Apocalypse, Grim Reapers, Arachno-assassins, etc) and a whole range of monsters and creatures. One great aspect of the army lists are that they list exactly which code of Reaper miniatures are for that troop or character type. Also includes a novel, play aid sheet, and eight metal miniatures. **$75.00**

For this catalog only, you can deduct 33% off the price of the following series of Reaper miniatures...

Dungeon Dwellers 25mm

A cutsie range of verminites and mouslings & other dungeon dwellers.

REA1107	ORIENTAL DRAGON	$13.50
REA1220	PEGASUS	$7.50
REA1221	UNICORN	$4.25
REA1228	SCORPION	$13.50
REA1274	SARCOPHAGUS	$7.50
REA1276	TREE MAN	$12.00
REA1352	VERMINITE PRIEST ON MOUNT	$12.00
REA1353	VERMINITE LEADER ON MOUNT	$12.00
REA1354	VERMINITE WARRIOR ON MOUNT	$12.00
REA1355	MOUSLING WARRIOR ON MOUNT	$12.00
REA1357	VERMINITE GUARD	$2.75
REA1372	VERMINITE SERGEANT	$2.75
REA1373	VERMINITE WITH RIFLE	$2.75
REA1374	VERMINITE WITH RIFLE	$2.75
REA1375	VERMINITE ASSASSIN	$2.75
REA1376	MOUSLING MUSKATEER	$2.75
REA1377	MOUSLING WENCH	$2.75
REA1378	MOUSLING MOM	$2.75
REA1379	MOUSLING MUSCIAN W/ACCORDIAN	$2.75
REA1380	MOUSLING SCOUT ON SCOOTER	$2.75
REA1381	RABBIT WITH RIFLE	$2.75
REA1382	FEMALE RABBIT	$2.75
REA1801	MOUSLING WAR PARTY (5)	$13.50
REA1802	FAMILIAR PACK (6)	$7.50
REA1819	ORC LEADER ON GIANT SCORPION	$17.00

For this catalog only, you can deduct 33% off the price of the following series of Reaper miniatures...

Dark Heaven 25mm Fantasy Personalities

This is a magnificent range of 25mm fantasy figures, suitable for role playing or for using in your fantasy battle games. The figures are exaggerated Games Workshop style, around 30mm tall.

REA2001	REAPER OF APOCALYPSE-FAMINE	$9.00
REA2002	REAPER OF APOCALYPSE-PLAGUE	$9.00
REA2003	REAPER OF APOCALYPSE-WAR	$9.00
REA2004	REAPER OF APOCALYPSE-PESTILENC	$9.00
REA2005	BROTHER NOIRE - TOX (MAGE)	$3.75
REA2006	SIDRITH - FEMALE FIGHTER	$3.75
REA2007	DOMUR - WIZARD CASTING	$3.75
REA2008	GARATH HAWKBLADE - FIGHTER	$3.75
REA2009	KRUPP THE HERETIC MAGE	$3.75
REA2010	VLAD THE IMPALER CHAOS KNIGHT	$3.75
REA2011	DARBIN THE DEADLY - MAGE	$3.75
REA2012	HOOKED HORROR	$3.75
REA2013	SKELETON ARCHER	$3.75
REA2014	SKELETON HALBERDIER	$3.75
REA2015	SKELETON SWORDSMAN	$3.75
REA2016	CONJUNCTIVIUS - BEHOLDER	$7.25
REA2017	REX SCORPIOS WINGED DRAGON	$17.95
REA2018	FAMILIARS (7)	$6.50
REA2019	GRIM REAPER	$4.50
REA2020	GRIM REAPER ON HORSE	$9.00
REA2021	TARA - FEMALE THIEF	$3.35
REA2022	ELI - FEMALE ASSASSIN	$3.75
REA2023	TOLZAR - RIGHTEOUS FIGHTER	$3.75
REA2024	DIVA - LADY WITH MACE	$3.75
REA2025	KAIN - FIGHTER IN PLATE ARMOR	$3.75
REA2026	BRIGETTE - FEMALE IN ARMOR	$3.75
REA2027	D'NARG - SWORDSMAN	$3.75
REA2028	ELISHA - FEMALE MAGE W/SWORD	$3.75
REA2029	ELENA - PRINCESS MAGE	$3.75
REA2030	SARAH - SEER	$3.75
REA2031	MICHELLE - FEMALE W/2 KNIVES	$3.75
REA2032	UNTHAR - FIGHTER WITH MACE	$3.75
REA2033	SIR FALKIRK - KNIGHT WITH AXE	$3.75
REA2034	KURFF - ASSASSIN	$3.75
REA2035	GWENDALYN - FEMALE HEALER	$3.75
REA2036	NICOLE - FEMALE KNIGHT W/SWORD	$3.75
REA2037	ELANTER - PRINCE WITH SWORD	$4.50
REA2038	GARGOYLE # 1	$6.75
REA2039	GARGOYLE # 2	$7.50
REA2040	GARGOYLE # 3	$6.75
REA2041	ERIN - MAGE CASTING FIRE	$3.75
REA2042	MERITH - FEMALE MAGE CASTING	$3.75
REA2043	UNDEAD RISING FROM GRAVE	$5.00
REA2044	CADWALON - LITTLE UGLY FAT MAN	$4.00
REA2045	TORIN - THIEF	$3.75
REA2046	SELEN - FEMALE PRIEST	$3.75
REA2047	SAMANTHA - FEMALE FIGHTER	$3.75
REA2048	ELQUIN - ELF PRINCE	$4.00
REA2049	LAURA WINDSONG	$3.75
REA2050	TRISTAN - LADY WITH PET DRAKE	$3.75
REA2051	CECILIA - LADY TRICKSTER	$3.75
REA2052	FREDERICK - DWARF WITH SWORD	$3.75
REA2053	ROLEARTH - FEMALE DWARF	$3.75
REA2054	VENOM - VAMPIRE QUEEN	$3.75
REA2055	TEPES TREJAN - VAMPIRE LORD	$3.75
REA2056	DRAGOTH -UNDEAD KING ON THRONE	$6.95
REA2057	PIP - HALFLING WITH SLING	$3.35
REA2058	ELIA - HALFLING FEMALE	$3.35
REA2059	CALLINDRA - FEMALE ELF FIGHTER	$3.75
REA2060	ONASTAA - FEMALE WIZARD	$3.75
REA2061	OKSANA - FEMALE MAGE	$4.50
REA2062	BROCK - DWARF WITH CROSSBOW	$3.75
REA2063	AMETRINE - FEMALE DWARF FIGHTR	$3.75
REA2064	SILVERHORN - UNICORN CHARGING	$7.25
REA2065	GREYCLOUD - PRANCING PEGASUS	$11.00
REA2066	D'MONA - FEMALE VAMPIRE	$3.75
REA2067	STEFAN VON KRUGER - VAMPIRE	$3.75
REA2068	LICH QUEEN ON THRONE	$6.75
REA2069	NACHTLUFTE - WINGED MONSTER	$17.95
REA2070	PRINCESS ANASTACIA - BARBARIAN	$3.35
REA2071	BRIA EVIL QUEEN	$3.75
REA2072	DARIUS - WIZARD	$3.75
REA2073	LONGSHANKS - HUGE FIGHTER	$3.75
REA2074	KNIGHT WITH TWO HANDED SWORD	$3.75

REA2075	KATRINA - FEMALE WIZARD	$3.75
REA2076	UNDEAD WARRIOR WITH SWORD	$3.75
REA2077	CARNESSA - LICH QUEEN W/SWORD	$3.75
REA2078	SKELETON WITH GREATSWORD	$3.75
REA2079	SKELETON WITH 3 SKELETON DOGS	$11.00
REA2080	GOLGOTH - UNDEAD CHAMPION	$3.75
REA2081	FOG WRAITH WITH 2 SWORDS	$3.75
REA2082	BARBARIAN KING ON THRONE	$6.75
REA2083	BARBARIAN QUEEN ON THRONE	$6.75
REA2084	DAIN - DWARF WITH BIG AXE	$3.35
REA2085	MADGA - FEMALE DWARF W/SPEAR	$3.35
REA2086	FARAMERE	$3.75
REA2087	BROTHER LOUIS	$3.75
REA2088	ARGUS	$6.75
REA2089	UNDEAD CROSSBOWMEN	$3.75
REA2090	DEATHMISTRESS	$3.75
REA2091	LINDIR	$3.75
REA2092	ST TARKUS	$3.75
REA2093	VAN STORME. VAMPIRE	$6.75
REA2094	PILLARS	$6.75
REA2095	ANGEL OF MERCY	$9.00
REA2096	ANGEL OF DEATH	$6.75
REA2097	IVAN. VAMPIRE	$4.00
REA2098	SUCCUBUS CONSORT	$5.00
REA2099	DAR. HALFLING	$3.35
REA2100	TRISSA CLOVERHILL	$3.35
REA2101	DANCING GIRL	$3.75
REA2102	ZOMBIE	$3.75
REA2103	MURKILLOR	$3.75
REA2104	ARRIUS	$3.75
REA2105	LABELLA DEMORNAY	$3.75
REA2106	HECKLEMEYER	$3.75
REA2107	SIOBHANA	$8.00
REA2108	MARSH TROLL	$5.00
REA2109	PUCK PIPERDALE	$3.35
REA2110	DARBY DARKLEAF	$3.35
REA2111	GABRIEL - VAMPIRE	$5.00
REA2112	RAGNOR	$3.75
REA2113	LORD STEELCROSS PALADIN	$3.75
REA2114	GALLADON GREYCLOUD WIZARD	$5.50
REA2115	MISHKA WITH CAT (MYSTIC)	$4.00
REA2116	BATHALIAN (SQUID HEAD)	$3.75
REA2117	HILL TROLL	$6.25
REA2118	LYTHKORR. DEMON	$5.00
REA2119	TEMPLAR KNIGHT	$4.00
REA2120	MELLONIR. ELVEN FIGHTER	$3.75
REA2121	ALLANAH GRAYLOFT DRUIDESS	$3.75
REA2122	KARRAS HEARTTHORN ANTI-PALADIN	$3.75
REA2123	CHRISTINA WARRIOR PRIESTESS	$3.75
REA2124	ORC WARRIOR OF THE BLOODY HAND	$3.75
REA2125	GHOST WARRIOR	$5.00
REA2126	ARACHNO-ASSASSIN	$4.25
REA2127	MOUNTAIN TROLL	$10.50
REA2128	SKELETON WITH GREAT AXE	$3.75
REA2129	SKELETON WITH 2 HANDED SWORD	$3.75
REA2130	SINESSA DEVIL WOMEN	$3.75
REA2131	ORC BOWMAN OF THE BLOODY HAND	$3.75
REA2132	ZOMBIE WEREWOLF	$6.00
REA2133	WATER DEMON	$4.00
REA2134	LIANNA VAMPIRESS	$4.00
REA2135	KING NORIN	$4.00
REA2136	VAMPIRE WITH VICTIM	$6.00
REA2137	SKELETON WITH STANDARD	$4.50
REA2138	SKELETON WITH STANDARD	$4.00
REA2139	WEREWOLF	$4.00
REA2140	WERETIGRESS	$3.75
REA2141	ALEXIS THE CONJURER	$4.00
REA2142	BEORN THE MIGHTY BARBARIAN	$4.00
REA2143	ELLADAN ELVEN RANGER	$3.75
REA2144	ERIC SWIFTBLADE SWASHBUCKLER	$3.75
REA2145	GARGOYLE MATRON	$6.95
REA2146	UNHOLY WARRIOR	$3.75
REA2147	SPECTRE	$4.50
REA2148	GUARDIAN WRAITH	$3.75
REA2149	GHOST QUEEN	$6.00
REA2150	RAINDANCER PEGASUS	$11.50
REA2151	STARMANE UNICORN	$7.50
REA2152	FAFNIR. BARBARIAN	$4.50
REA2153	KOTHMAR EVIL HIGH PRIEST	$3.75
REA2154	DORIAN STARBOW. ELF	$3.75
REA2155	LIARA SILVERRAIN FEMALE ELF	$3.75
REA2156	MUMMY OF HAKIR	$3.75
REA2157	UNDEAD AWAKENING	$5.25
REA2158	ARACHNO-ASSASSIN SERGEANT	$4.50
REA2159	DEATH STALKER	$4.50
REA2160	BLOOD WOLVES (2)	$5.50
REA2161	DORN IRONSPIKE DWARF	$3.75
REA2162	KNURL HAMMERSON DWARF	$3.75
REA2163	AHLISSA OF THE BLADE WITH BOW	$3.75
REA2164	MARDA OF THE BLADE	$3.75
REA2165	GROMTAR THE FOUL RET	$4.00
REA2166	KHALITH THE BLACK MUMMY KING	$4.00
REA2167	ARACHNO-ASSASSIN drummerN	$4.25
REA2168	MONTRIG THE BLOODY DEMON PRINC	$4.75
REA2169	DERXES. GHOST LORD	$3.75
REA2170	LUGOSA. WRAITH LORD	$3.75
REA2171	GARRAMON. SPECTRAL LEADER	$6.25
REA2172	CEREBUS KEEPER OF THE GATE	$14.50
REA2173	SKYTHE LORD OF THE RIFT	$4.00
REA2174	MCANDREW THE HIGHLANDER	$3.75
REA2175	HARBROMM AXEHELM DWARF KING	$4.00
REA2176	ANGUS STORMHAND BARBARIAN KING	$3.75
REA2177	ADRIELLE QUEEN OF WOOD ELVES	$3.75
REA2178	DEATH SHROUD	$4.25
REA2179	CHAOS KNIGHT ON HORSE	$9.50
REA2180	BERCILAK DE HAUTDESERT ONHORSE	$9.50
REA2181	SIRITHIS DEMON PRINCESS	$3.75
REA2191	ARACHNO WITH STANDARD	$4.25
REA2192	ARACHNO CHAMPION	$4.25
REA2193	ABYZARAN. DRAGON	$19.95
REA2195	BLOOD IMP CHAOS WAR (4)	$9.00
REA2196	BLOOD IMP WAR BAND (4)	$9.00
REA2197	BLOOD IMP LORDS (3)	$9.00
REA2198	FEROCIOUS FELINES (3)	$8.00
REA2199	CLAUDIA VAMPIRE MAIDEN (1)	$4.25
REA2200	JUSTINE – HOLY FEMALE CLERIC (1)	$4.25
REA2201	NADIA OF THE BLADE	$3.75
REA2202	WEAPONS PACK # 2 (12)	$9.50
REA2203	HYDRA	$22.50
REA2204	SETHIS (MUMMY)	$3.75
REA2205	KRUPP WITH GEM BALL	$4.75
REA2206	PAZUZU WITH GEM BALL STAFF	$5.75
REA2207	UNICORN AND PEGASUS FOALS (2) Cute!	$7.25
REA2208	EWAN: HIGHLANDER	$4.25
REA2209	WEAPONS PACK # 3 (12)	$9.50
REA2210	SKELETON WITH CROSSBOW	$3.75
REA2211	SKELETON DRUMMER	$3.75
REA2212	ORC ON GIANT SCORPION	$18.95
REA2213	SKELETON WITH SCIMITAR	$3.75
REA2214	SPIRITS	$5.75
REA2215	GHOUL	$3.75
REA2216	KOSMO	$3.75
REA2217	ROLLER GIRL	$3.75
REA2218	ABRAXIS	$5.75
REA2219	DOMNU: DEMON QUEEN	$5.25
REA2220	HARKUS	$6.25
REA2221	MORRDHA: WITCH KING	$4.75
REA2222	SEAN: HIGHLANDER	$4.25
REA2223	UNDEAD WEREWOLF WITH VICTIM	$6.95
REA2224	ARMORED ZOMBIE	$3.75
REA2225	UNDEAD ARCHER	$3.75
REA2226	ELDARION ELVEN ARCHER	$4.25
REA2227	PRINCE NICHOLAS OF ANHUR	$4.25
REA2228	GORD. DWARVEN BERSERKER	$3.75
REA2229	BRAG. DWARVEN SERGEANT	$3.75
REA2230	GWYNNETH ROANMANE FEMALE CENTAUR	$7.50
REA2231	SIR MICHAEL. CAVALIER	$4.75
REA2232	SISTER OF THE BLADE WITH MACE	$4.75
REA2233	DANTRAG. BARBARIAN CHAMPION	$4.75
REA2234	MONIQUE DENOIR VAMPIRE COMMANDER	$4.75
REA2235	SISTER OF THE BLADE CAVALRY	$13.50
REA2236	THORONDIL DWARVEN HERO	$3.75
REA2237	BALAN IRONBREAKER DWARF CHAMPION	$3.75
REA2238	WARRIOR OF THE GALEN HIGHLAND	$3.75
REA2239	SISTER OF THE BLADE CAVALRY ARCHER	$13.50
REA2242	IAN McANDREW	$4.95
REA2243	ROBERT O'MANNON	$4.95
REA2244	LINROC BRIGHTRUNE	$4.95
REA2245	DERLETH THE FEY	$5.50
REA2246	ELQUIN WITH STAFF	$5.50
REA2247	ANGUS STORMHAND	$4.95
REA2248	ALYSCIA	$5.95
REA2249	FRODERICK WILHELM	$4.95
REA2250	EARTH ELEMENTAL	$11.95
REA2251	FIRE ELEMENTAL	$11.95
REA2252	AIR ELEMENTAL	$11.95
REA2253	WATER ELEMENTAL	$11.95
REA2254	SUCCUBUS	$5.95
REA2255	GHOSTS (2)	$6.50
REA2257	HIGHLANDER WITH SPEAR	$4.95

For this catalog only, you can deduct 33% off the price of the following series of Reaper miniatures...

Dark Heaven 25mm Army Packs

Great value - five figures for $10.00!

REA5001	SKELETAL SWORDSMEN (5)	$10.00
REA5002	SKELETAL BOWMEN (5)	$10.00
REA5003	SKELETAL HALBERDIERS (5)	$10.00
REA5004	DWARVEN SWORDSMEN (5)	$10.00
REA5005	DWVEN CROSSBOWMEN (5)	$10.00
REA5006	FEMALE DWARVES WITH SPEARS (5)	$10.00
REA5010	ARACHNO ASSASSINS (5)	$13.50
REA5011	ORC SWORDSMEN (5)	$15.00
REA5012	ORC ARCHERS (5)	$15.00
REA5013	DWARVEN BERSERKERS (5)	$14.00
REA5014	DWARVEN HAMMERERS (5)	$14.00
REA5015	ELVEN ARCHERS (5)	$15.00
REA5016	PLAGUE ZOMBIES (5)	$13.50
REA5017	ELITE DWARVEN AXEMEN (5)	$13.50
REA5018	SKELETON INFANTRY (5)	$13.50
REA5019	UNDEAD CROSSBOWMEN (5)	$13.50
REA5020	TEMPLAR KNIGHTS (5)	$14.00
REA5021	MEDIUM ARMORED WARRIORS (5)	$13.50
REA5022	HEAVY KNIGHTS (5)	$13.50
REA5023	SISTERS IN HEAVY ARMOR (5)	$13.50
REA5024	SISTERS WITH 2 HANDED SWORDS (5)	$13.50
REA5025	SISTERS WITH MACES (5)	$13.50
REA5026	SISTERS WITH 2 HANDED FLAILS (5)	$13.50
REA5027	ELVEN SISTERS WITH SWORDS (5)	$14.00
REA5028	ELVEN SISTER ARCHERS (5)	$13.50
REA5035	HIGHLANDER WITH AXES (5)	$16.00
REA5036	HIGHLANDERS WITH SWORDS (5)	$16.00
REA5037	ARACHNO ASSASSIN CHAMPIONS (5)	$16.00

For this catalog only, you can deduct 33% off the price of the following series of Reaper miniatures...

Shadow Corp 15mm Fantasy Army Packs

Figures are slightly exaggerated 15mm, so skeletons are 18mm tall.

REA3001	UNDEAD COMMAND (8) 15mm	$8.50
REA3002	REAPER & WRAITHS (8) 15mm	$8.50
REA3003	UNDEAD WITH POLEARMS (12) 15mm	$8.50
REA3004	UNDEAD W/2 HANDED WPNS(10)15mm	$8.50
REA3005	UNDEAD WITH SIDEARMS (12) 15mm	$8.50
REA3006	UNDEAD ARCHERS (12) 15mm	$8.50
REA3007	TROLL COMMAND (8) 15mm	$8.50
REA3008	TROLL W/2 HANDED WPNS (12)15mm	$8.50
REA3009	GOBLIN COMMAND SET (10)15mm	$8.50
REA3010	GOBLINS WITH MACES (12)15mm	$8.50
REA3011	GOBLINS W/SIDEARMS (10)15mm	$8.50
REA3012	GOBLINS W/2 HND WPNS(12)15mm	$8.50
REA3013	GOBLINS ARCHERS (12) 15mm	$8.50
REA3014	GOBLINS WOLF RIDERS (8) 15mm	$8.50
REA3015	MOUNTED REAPERS (4) 15mm	$8.50
REA3016	MOUNTED UNDEAD W/MACE(4) 15mm	$8.50
REA3017	MOUNTED UNDEAD W/LANCE(4) 15mm	$8.50
REA3018	DWARVEN COMMAND (8) 15mm	$8.50
REA3019	DWARVEN COMMANDERS (10)15mm	$8.50
REA3020	DWARVEN CROSSBOWS (10)15mm	$8.50
REA3021	DWARVEN AXEMEN (10)15mm	$8.50
REA3022	DWARVEN HAMMERERS (10)15mm	$8.50
REA3023	DWARVEN ELITE INFANTRY(10)15mm	$8.50
REA3024	DWARVEN PIKEMEN (10)15mm	$8.50
REA3025	DWARVEN BERSERKERS (10)15mm	$8.50
REA3026	DWARVES RIDING BOARS(4)15mm	$8.50
REA3027	DWARVES RIDING RAMS COMMAND(4)	$8.50
REA3028	DWARVES RIDING RAMS W/LANCE(4)	$8.50
REA3029	DWARVES RIDING RAMS W/SWORD(4)	$8.50
REA3030	DWARVES RIDING BEARS COMMND(2)	$8.50
REA3031	DWARVES RIDING BEARS SWORDS(3)	$10.00
REA3032	DWARVES RIDING BEARS LANCES(3)	$10.00

Daimyo 25mm 15th Century Samurai Range

Figures are true 25mm in size.

For this catalog only, you can deduct 33% off the price of the following series of Reaper miniatures...

REA4001	RONIN WITH SWORD	$3.00
REA4002	KOKUIN WITH STAFF	$3.00
REA4003	SHOGUN	$3.00
REA4004	KAZOKU	$3.00
REA4005	ARMORED SAMURAI WITH SWORD	$3.00
REA4006	ARMORED SAMURAI WITH BOW	$3.00
REA4007	ARMORED SAMURAI WITH SWORD	$3.00
REA4008	ARMORED SAMURAI WITH SWORD	$3.00
REA4009	ASHIGARU WITH POLEARM	$3.00
REA4010	ASHIGARU WITH YARI	$3.00
REA4011	SOHEI WITH YARI	$3.00
REA4012	SOHEI WITH POLEARM	$3.00
REA4013	SHOYA SMOKING PIPE	$3.00
REA4014	MONK WITH STAFF	$3.00
REA4015	MONK WITH STAFF	$3.00
REA4016	OTOKODATE USING MARTIAL ARTS	$3.00
REA4017	NINJA THROWING SHURIKEN	$3.00
REA4018	NINJA FIRING BOW	$3.00
REA4019	NINJA WITH ROPE WEAPON	$3.00
REA4020	NINJA WITH SWORD	$3.00
REA4021	SAMURAI IN FORMAL DRESS	$3.00
REA4022	FEMALE NINJA	$3.00
REA4023	MOUNTED SAMURAI WITH SWORD	$5.00
REA4024	MOUNTED SHOGUN	$5.00
REA4025	MOUNTED SAMURAI FIRING BOW	$5.00

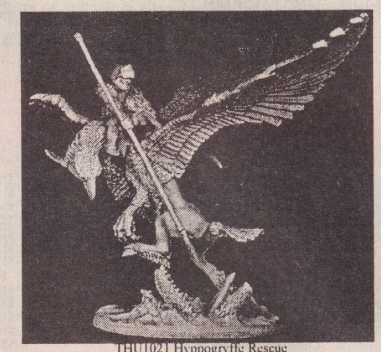
Thunderbolt Mountain

25mm Dioramas & Monsters

Stunning, lifelike dioramas of unequalled quality of workmanship. Figures are true 25mm scale.

THU1012	Rampaging Red Dragon	$73.00
THU1015	Gargantuan Gold Dragon	$77.00
THU1021	Hyppogryffe Rescue	$31.50

Lance armed hyppogryffin rider rescuing maiden from dragon jaws.



THU1021 Hyppogryffe Rescue

THU1022	Flying Firedrake Dragon	$25.00
THU1023	Blood Tor (last stand of two barbarians)	$31.50
THU1024	Gate Crasher (wizard summoning demon)	$27.00

THU1024 Gate Crasher

THU1025	Idol Theft (3 thieves trying to steal a gem)	$31.50
THU1026	Immortal Combat (winged angel vs demon)	$27.00
THU1027	Coeur de Gras (2 mounted knights in combat)	$27.00

THU1027 Coeur de Gras

THU1028	Death's Door	$31.50

Very cute - three adventurers about to pass through a door, with a huge troll on the other side, ready to squash them flat!

THU1029	Knights of the Air	$27.00

One knight on Pegasus verses a chaos knight on winged horse)

THU1030	Dead Man's Chest	$31.50

Three adventurers open two chests, but a surprise awaits them - death!

THU1031	Captive Audience	$31.50

Captive woman brought before orc on throne.

THU1031 Captive Audience

THU1032	Mummy's Favorite (undead protect a mummy)	$27.00
THU1033	Magic Carpet Ride (2 ride a magic carpet)	$31.50
THU1034	Dragon Knight (knight versus small balrog)	$31.50
THU1035	Dueling Wizards (2 wizards going head to head)	$31.50
THU1036	Sea Changes (three mermaids & a mirror?)	$27.00
THU1037	The Sorcerer's Apprentice	$27.00

Sorcerer's apprentice makes a small (huge) error in his practising.

THU1038	Save by the Bell (a party of adventurers)	$31.50
THU1039	Empty Nest (baby and mother pegasus in nest)	$27.00
THU1040	Mother Love II	$31.50

One of their best dioramas. A mother dragon feeding a knight to her squawking hatchling dragons.

THU1041	Chariot of Cuchulain (Celtic fantasy chariot)	$31.50
THU1042	Triton's Sea Chariot	$27.00

Greek god in sea-shell chariot pulled by dolphins.

THU1045	Try, Try Again (Princess plucking flower petals)	$23.00

THU1046 In the Bag (2 heroes trying to kidnap unicorn foal) $27.00

THU1046 In the Bag

25mm Le Morte D'Arthur

The most beautiful true 25mm figures I have seen, of King Arthur and his companions and enemies. The figures have 13th Century arms and equipment.

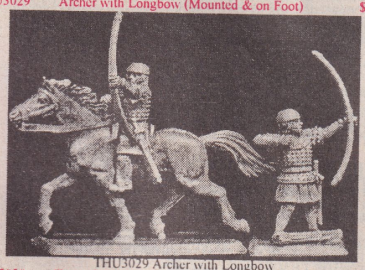
THU3000	Arthur the King (mounted and on foot)	$17.00
THU3001	Gwenyvere the Queen (mounted and on foot)	$17.00
THU3002	Lancelot du Lac (mounted and on foot)	$17.00
THU3003	Merlyon the Sorcerer (mounted and on foot)	$17.00
THU3004	Mordred the Traitor (mounted and on foot)	$17.00
THU3005	The Emperor Lucius (mounted and on foot)	$17.00
THU3006	Taulurd and Taulas, Giants	$17.00
THU3007	Morgan le Fay (mounted and on foot)	$17.00
THU3008	Sir Gawayne (mounted and on foot)	$17.00
THU3009	Sir Galahad (mounted and on foot)	$17.00
THU3010	Sir Percevale (mounted and on foot)	$17.00

THU3010 Sir Percevale

THU3011	Sir Bors (mounted and on foot)	$17.00
THU3012	The Red Knight (mounted and on foot)	$17.00
THU3013	Sir Bruse (mounted and on foot)	$17.00
THU3014	Sir Tarquine (mounted and on foot)	$17.00
THU3015	The Sorceress Hellicus (mounted and on foot)	$17.00
THU3016	King Pelinore (mounted and on foot)	$17.00
THU3017	Sir Kay (mounted and on foot)	$17.00
THU3018	Sir Balyne (mounted and on foot)	$17.00
THU3019	Sir Gareth (mounted and on foot)	$17.00
THU3020	The Lady of the Lake	$17.00
THU3021	The Black Knight (mounted and on foot)	$17.00
THU3022	Sir Tristram (mounted and on foot)	$17.00
THU3023	The Green Knight (mounted and on foot)	$17.00
THU3024	Herald (mounted and on foot)	$17.00
THU3025	Squire (mounted and on foot)	$17.00
THU3026	Lady in Waiting	$17.00

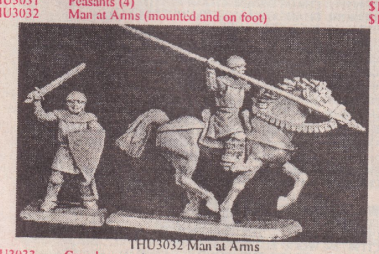
THU3026 Lady in Waiting

THU3027	Dwarf, Page and Trumpeters	$17.00
THU3028	Sergeant	$17.00
THU3029	Archer with Longbow (Mounted & on Foot)	$17.00



THU3029 Archer with Longbow

THU3030	Townsfolk (4)	$17.00
THU3031	Peasants (4)	$17.00
THU3032	Man at Arms (mounted and on foot)	$17.00



THU3032 Man at Arms

THU3033	Crossbowman	$17.00
THU3034	Footmen with Polearms (4)	$17.00
THU3035	Archers with Longbows (4)	$17.00
THU3093	White Knight's Pavillion (tent & weapons rack)	$17.00
THU3094	Black Knight's Pavillion (tent & weapons rack)	$17.00
THU3096	Medieval Hand Weapons (60)	$17.00
THU3097	Medieval Polearms (40)	$17.00
THU3098	Medieval European Pikes (40)	$17.00
THU3099	Heavy Cavalry Lances (40)	$17.00

THU3034 Footmen with Polearms

WARHAMMER FANTASY

An Introduction to Fantasy Wargames Despite the title, this small 80 page, full color book contains the complete basic Warhammer Fantasy Battles 5th Ed rules, which let you play a game using the infantry and cavalry that make up the bulk of most armies. Even has 11 simple army lists. Also explains the hobby and gives advice on how to collect and paint your own army. $9.00

WARHAMMER FANTASY BATTLES 5th Ed This big boxed set is the new 5th Edition Warhammer Fantasy Battles, with completely revised game mechanics and army lists. The game comes with two popular and completely new armies: The Bretonnians and the Slann. The Bretonnians have 12 mounted Knights of the Realm and 24 bowmen, the finest in Bretonnia. The Slann army has 32 Skink archers (not tough, but make up for it with cunning, speed and sheer numbers) and 20 brutish and savage Saurus warriors. Altogether 88 miniatures. Also a 152 page Battle Book, a Painting Guide, 112 page Rulebook, 3 card buildings, roste pad, 9 magic item cards, 12 dice, 2 range rulers, 2 playsheets, fire effect templates, etc. Can the mighty Bretonnians overcome the numerous hordes of the Slann? $119.95

WARHAMMER BATTLE MAGIC New Edition Contains rules for using spells and magic items in the Warhammer game. Regardless of which armies you own, Warhammer Magic includes everything you need to bring wizards and magic to your battles. With 81 magic weapon cards, 42 enchanted magic cards, 18 magic armor items, 36 wizard Arcana items, 36 Winds of Magic cards, spell decks, templates, counters, etc. $69.00

WARHAMMER Roster Pad Pad with 25 pages. $4.50

WARHAMMER ARMY BOOKS

WARHAMMER ARMIES: THE EMPIRE 1st book in the new Warhammer Armies series, with a complete history of the Empire, weapons & devices of the Altdorf engineers, & a complete army list, including the Reiksguard, Knightly Orders, infantry, artillery, plus special troops such as Kislevites, halflings, dwarves, etc. $31.50

WARHAMMER ARMIES: HIGH ELVES *New Edition* The High Elves army list has been completely revamped and re-released, covering all the regions of Ulthuan. With heaps of new characters and troop types, including Ellyrian Reaver horse archers, Dragon Princes of Caledor, Seaguards of Lothern, ShadowWarriors, Sword Masters of Hoeth, White Lions of Chrace, Tiranoc Charioteers, Alith Anar the Shadow King, Eltharion the Grim, Alarielle, Everqueen of Averlorn, Belannaer, Loremaster of Hoeth, Korhil, Hunter Captain of the White Lions, Tyrion, Teclis, etc. $31.50

WARHAMMER ARMIES: ORCS & GOBLINS The 3rd army list book, covering in great detail the orcs and goblins, including forest goblins, night goblins, giant black orcs, ore big 'uns, orc allies, history, war wyvern, rock lobber, etc. $31.50

WARHAMMER ARMIES: DWARFS Army list includes Runesmiths, Hammerers, Iron Breakers, Long Beards, Thunderers, Slayers, Cannons, Organ Guns, Flame Cannons, etc. Complete new magic rune system, with magic weapons, armor, standards, machines, talismans, and a new scenario. $31.50

WARHAMMER ARMIES: UNDEAD With a detailed history of the Undead from the birth of Nagash, and the dreaded vampire Counts of Sylvania. The army lists include Vampire Counts, Wight Lords, Mummy Tomb Kings, Wraiths, Zombies, Screaming Skull Catapults, etc. Includes undead heroes, such as Nagash, Dieter Helsnicht the Doomlord, Arkhan the Black, Heinrich Kemmler the Lichemaster, etc. With complete rules for all undead creatures, 10 new magic cards, and a scenario. $31.50

WARHAMMER ARMIES: SKAVEN A comprehensive history of the Skaven, tracing their origins and their rise to power, detailing their main strongholds such as Hell Pit and Skavenblight. Complete game rules for specialist troops & devices of the Warlock Engineers, such as the Skaven Doom Wheel, revised rules for the warprfire thrower, Rat Ogres, Skaven magic items, etc. The army list includes all of their teeming hordes, such as Clanrats, Skavenslaves, packmasters, etc. & painting guides. $31.50

WARHAMMER REALM OF CHAOS Contains three complete army lists that enable you to ravage the Warhammer World with brutal armies of Chaos Warriors, Warbands of mutated Beastmen and evil Daemonic hosts. Has a 128 page Chaos rulebook, 30 Chaos Spell cards, 16 card game counters, 1 summoning template, 5 Magic Standard cards, 20 Chaos reward cards, 12 Chaos gift cards. $45.00

CHAMPIONS OF CHAOS Companion to the above boxed set. Has rules for twelve of the most feared Chaos Champions. They include the Lord of Change, Prince of Damnation, the Denied One, Lord of Chaos Undivided, Arbaal the Undefeated, Count Mordrek the Damned, the Spawn of Chaos, etc. $18.00

WARHAMMER ARMIES - DARK ELVES The history of the Dark Elf race since the time of the Sundering, when Civil War divided the Dark Elves from their High Elf kind and drove the Witch King and his followers northwards to the Land of Chill. Including Dark Elf Sorcerers, Black Ark Corsairs, Dark Riders, Witch Elves, Executioners, Assassins, Scouts and their deadly reptillian war beasts the Cold Ones. The Special Characters section gives background and rules for some of the greatest heroes of the Dark Elf race - Hellebron Hag Queen, Shadowblade Master of the Assassins, and the Witch King. Rules are provided for the Dark Elf Repeater bolt thrower, and the Cauldron of Blood. $31.50

WARHAMMER ARMIES: CHAOS DWARFS The Chaos Dwarfs are a vile black-hearted race, forever waging war in their relentless search for victims to enslave. Shrouded by the smoke of a thousand forges, the foul empire of the Chaos Dwarfs lies deep inside the Dark Lands. Includes the complete Chaos Dwarf army list and rules for their unique characters, troops & war machines, and painting guides. $31.50

WARHAMMER ARMIES: WOOD ELVES Contains an engrossing account of the origins and histories of the Wood Elves, of an invasion of their forest Loren by an orc horde, wars with the dwarves, their strong alliance and friendship with the Bretonnians, and war against the Skaven and Imperials. Includes rules for using Treemen, Forest Dragons, Great Eagles, Unicorns, and their magical King and Queen. $31.50

WARHAMMER ARMIES: BRETONNIAN Perhaps the most colorful of any nation in Warhammer Fantasy Battles. Up to 50% !! of this army can include characters - mounted knights in full chainmail, great helms, and colorful tunics and horse caparasons, all emblazened with their heraldic designs. Features a full history of Bretonnia, details all their heroes, characters, and regiments, with painting guides, etc. $31.50

WARHAMMER ARMIES: LIZARDMEN Deep within the steaming jungles of Lustria, the Lizardmen sound the drums of war. From mighty temples & ruined cities, they issue forth to defend their ancient civilization and conquer new lands. With full army lists, covering Slan, Saurus, Skinks, special characters, etc. $31.50

WARHAMMER ARMIES: DOGS OF WAR The Dogs of War are mercenary armies who live by fighting - fighting for heroic causes, fighting for adventure, but mostly fighting for cash! This book lets you build an entire mercenary army, or recruit any of 15 mercenary regiments into any Warhammer army. Includes individual leaders, special rules, special wargear, etc. $31.50

WARHAMMER CAMPAIGNS

WARHAMMER The Grudge of Drong This is a Warhammer Fantasy Battle Campaign set in the time leading up to the Great War between the High Elves and the Dwarfs. Follows the story of how the High Elves found themselves caught between the feuding dwarf clans of the Thrundlings and the Bronnlings. Three dramatic battles lead up to the climatic final battle before the gates of Krag Bryn. Includes 3 card buildings, the Brewhouse, the Ale Store and the Drinking Hall; a scenario book, 20 sheet roster pad, and 4 elf and 5 dwarf scenario handouts. $36.00

WARHAMMER Idol of Gork The Idol of Gork is a Campaign set in the barren wilderness ruled over by the Border Princes. Here settlers from the Empire struggle to conquer new lands from the fierce Orc and Goblin tribes that infest the countryside. Three savage battles lead up to the dramatic final conflict in which Grotfang's hordes, inspired by their warlike gods Gork and Mork, make a desperate assault on Rutgar's stronghold. Will Grotfang recapture his tribal lands or will Rutgar hold onto his territory against impossible odds. $36

WARHAMMER Circle of Blood The Vampire Red Duke, scourge of Bretonnia, returns from the grave to lead a devastating Undead army through the fair land of Aquitaine. His aim - to turn Acquitaine into a new realm of the nightmare Undead! Can you stop this chittering horde? With four new scenarios telling the story of this deadly struggle, culminating in the savage battle of Ceren Field. Scenarios include special rules and characters. With three 3D buildings and gravestones. $36.00

WARHAMMER Perilous Quest A campaign supplement which pits the Bretonnians against the Wood Elves in a series of linked battles. Also has a complete Bretonnian camp, including six colorful 3D tents, a baggage wagon, and hoardings. $36.00

WARHAMMER Tears of Isha A Warhammer campaign pack in which two armies, the High Elves and Dark Elves, fight in a series of linked battles, as the High Elves defend against Dark Elf raiders. Inside you'll find a set of card models representing a High Elf mansion, watchtower and beacon, & a rulebook and 2 sets of battle scrolls. $36.00

WARHAMMER SIEGE

WARHAMMER Siege Book This book contains complete rules for fighting siege battles in the Warhammer Fantasy world. Test your mettle as the general of a siege army as you send mighty siege towers to storm the ramparts of enemy castles, or deploy troops to grimly defend your own fortresses using rocks and cauldrons of boiling oil. Includes nine challenging scenarios, as well as easy to follow modelling advice on building your own castles. $31.50

WARHAMMER SIEGE MINIATURES

CIT974504 WARHAMMER FORTRESS (plastic) $180.00
The new Citadel plastic castle, with four towers, three walls, and wall with gatehouse. Looks fantastic.

CIT976096 WH SIEGE ATTACKERS $31.50
Has 1 wheeled battering ram, 2 ladders, 2 log rams.

CIT976034 WH SIEGE ATTACKERS $27.00
Has 1 boiling oil cauldron, 2 rock droppers, 2 barrels, 4 buckets of rocks, and a wheelbarrow.

CIT975525 SIEGE MANTLETS (2) $11.00

Warhammer Fantasy Miniatures

HIGH ELF ARMY $345.00
2000 point army - High Elf Prince Tyrion, High Elf Hero on Pegasus, Tiranoc Battle Chariot, Repeater Bolt Thrower & Crew, Silver Helms Regiment (6 mounted), Dragon Princes of Caledor (5 mounted), Phoenix Guard Regt (10), Swordmasters of Hoeth Regt (8), Spearmen Regt (12), Archers Regt (12), Army List, High Elf Banners.

ORC & GOBLIN ARMY $345.00
2000 point army - Grom, Skarsnik, Shamen on Wyvern, 18 Orc Boyz Mob, 15 Orz Arrer Boyz, 14 Night Goblin Mob, 3 Night Goblin Fanatics, 14 Goblin Mob, 5 Gobbo Wolf Riders, Squig Herders, 2 Gobbo Doom Divers, & banners.

UNDEAD ARMY $325.00
2000 point army - Dieter, Vampire Count, 6 Undead Cavalry, 20 Skeletons, 14 Zombies, 12 Ghouls, 2 Skull Chuckers, 2 Carrion, 2 Undead Chariots, banners.

CIT0509 DARK ELF ARMY DEAL $310.00
2000 point army - Dark Elf General, Dark Elf Sorceress on Dark Pegasus, Cold One Knights (5), Dark Elf Sorcerer, Black Guard of Naggaroth Regt (12), Dark Elf Warrior Regt (10), Dark Elf Crossbow Regt (12), Witch Elf Regt (8), Harpy Regt (5), Dark Elf Repeating Bolt Throwers (2), and Dark Elf Force List.

CIT0508 WOOD ELF ARMY DEAL $370.00
2000 point army - Wood Elf General riding Forest Dragon, Wood Elf Mage Champion, Treeman, Wood Elf Champion, Glade Riders Regiment (5 mounted), Glade Guard Regiment (10), Wardancers (8), Dryads (8), two Wood Elf Archer Regiments (18?), Complete Wood Elf Army List, Wood Elf Banners.

DOGS OF WAR MERCENARIES

CIT975969	ALCATANI FELLOWSHIP REGIMENT (12)	$49.50
CIT975822	MARKSMEN OF MIRAGLIANO REGIMENT (6)	$27.00
CIT974979	BEORGS BEARMEN OF URSLO REGIMENT (8)	$36.00
CIT974474	ALCATANI FELLOWSHIP (3)	$13.50
CIT975556	MERCENARY GENERAL ON WARHORSE (1)	$13.50
CIT974443	MARKSMEN OF MIRAGLIANO (3)	$13.50
CIT974450	BEORGS BEARMEN OF URSLO (3)	$13.50
CIT975310	BRONZINO'S GALLOPER GUN BOXED SET	$45.00
CIT974467	BRONZINO'S GALLOPER GUN BLISTER PACK	$22.50
CIT974856	LONG DRONG SLAYER'S PIRATES REGIMENT (8)	$36.00
CIT974436	LONG DRONG SLAYER'S PIRATES PACK (3)	$13.50
CIT975037	ASARNIL THE DRAGON LORD ON DRAGON	$49.50
CIT974429	LUCREZZIA BELLADONNA ON HORSE	$16.00

SLANN & LIZARDMEN

CIT999217	SLANN MAGE PRIEST ON PALADIN (1)	$63.00
CIT0663	LIZARDMEN SAURUS (8)	$16.00
CIT0664	LIZARDMEN SKINKS (10)	$16.00
CIT993239	LIZARDMEN STEGADON (1)	$67.50
CIT993758	SKINK ARCHER COMMAND (3)	$14.00
CIT993710	SAURUS COMMAND GROUP (2)	$12.50
CIT993680	SAURUS WITH SPEARS (3)	$13.50
CIT750023	SKINKS WITH BOWS (4)	$15.00
CIT750047	SAURUS WITH HAND WEAPONS (3)	$15.00
CIT993703	SKINK JAVELIN COMMAND (3)	$14.00
CIT993697	SKINKS WITH JAVELINS (3)	$13.50
CIT993710	SAURUS CHAMPION (1)	$11.00
CIT993673	LIZARDMAN KROXIGOR (1)	$12.50
CIT993666	SAURUS TEMPLE GUARD CHAMPION (1)	$11.00
CIT993659	SAURUS TEMPLE GUARD COMMAND (2)	$13.50
CIT993642	SAURUS TEMPLE GUARD (2)	$14.50
CIT991914	LIZARDMEN SALAMANDER (1)	$27.00
CIT750177	LIZARD SWARM	$14.50
CIT991617	LIZARDMEN TERRADON (1)	$22.50

BRETONNIANS

CIT981373	BRETONNIAN HUNTING PARTY	$135.00
CIT0538	LOUEN LEONCOEUR KING OF BRETON (1)	$43.00
CIT993963	GRAIL KNIGHT STANDARD BEARER	$13.50
CIT740192	BRETONNIAN TRUMPETER	$12.00
CIT999224	THE GREEN KNIGHT (1)	$31.50
CIT0665	BRETONNIAN KNIGHTS (1)	$16.00
CIT0667	BRETONNIAN BOWMAN (8)	$16.00
CIT994175	BRETONNIAN KNIGHT ERRANT (1)	$11.00
CIT740017	BRETONNIAN ERRANT CHAMPION (1)	$9.00
CIT740024	KNIGHT ERRANT TRUMPETER	$9.00
CIT740031	KNIGHT ERRANT BANNER BEARER (1)	$9.00
CIT740062	MORGIANAN LE FEY ENCHANTRESS (1)	$24.50
CIT740079	BERTRAND THE BRIGAND, HUGO, LE GROS (3)	$20.00
CIT740086	MEN AT ARMS SPEARMEN (3)	$14.50
CIT740093	MEN AT ARMS SPEARMEN COMMAND (2)	$13.50
CIT993994	MEN AT ARMS CHAMPION WITH HALBERD (1)	$11.00
CIT740109	KNIGHT OF THE REALM, STANDARD (1)	$9.00
CIT994069	KNIGHT OF THE REALM, CHAMPION (1)	$12.50
CIT994052	KNIGHT OF THE REALM, TRUMPETER (1)	$12.50
CIT740130	BRETONNIAN BOWMEN (3)	$14.50
CIT994038	BRETONNIAN BOWMEN COMMAND (2)	$12.50
CIT994021	BRETONNIAN BOWMEN CHAMPION (1)	$11.00
CIT740161	MEN AT ARMS HALBERDIERS COMMND (2)	$14.50
CIT979745	QUESTING KNIGHT TRUMPETER	$12.50

CIT979752 QUESTING KNIGHT STANDARD BEARER....$12.50
CIT979769 QUESTING KNIGHT CHAMPION....$12.50
CIT975488 QUESTING KNIGHT HERO ON HORSE....$13.50
CIT979776 REALM KNIGHT HERO W/MORNING STAR....$12.50
CIT979783 MTD GRAIL KNIGHT HERO W/2 HANDED SWORD....$13.50
CIT979790 QUESTING KNIGHT HERO WITH LANCE....$12.50
CIT981243 QUEST KNIGHT HERO ON FOOT (1)....$11.00
CIT981250 KNIGHT OF THE REALM ON FOOT (1)....$11.00
CIT981267 TRISTAN THE TROUBADOR & JULES THE JOKER (2)....$22.50
CIT981274 BARON ODO D'OUTREMER ON HORSE (1)....$18.00
CIT981281 SULIMAN LE SARACEN ON HORSE (1)....$18.00
CIT986538 QUESTING KNIGHTS BOXED SET (4)....$45.00
CIT988075 BRETONNIAN PEGASUS RIDER (1)....$36.00
CIT988952 BRETONNIAN MOUNTED SQUIRE HORNBLOWER....$11.00
CIT988969 BRETONNIAN MTD SQUIRE STANDARD BEARER....$11.00
CIT988976 BRETONNIAN MTD SQUIRE CHAMPION....$11.00
CIT988983 BRETONNIAN MOUNTED SQUIRE (1)....$11.00
CIT988990 BRETONNIAN GRAIL KNIGHT ON FOOT (1)....$11.00
CIT991624 MOUNTED BRETONNIAN SORCERESS (1)....$13.50
CIT991631 BRETONNIAN SORCERESS ON FOOT (1)....$11.00
CIT991648 REPANSE DE LYONESE (1)....$22.50
CIT993987 BRETONNIAN GRAIL KNIGHT ON HORSE (1)....$13.50
CIT994137 KNIGHTS OF THE REALM (1)....$13.00
CIT991106 BRETONNIAN MEN AT ARMS HALBERDS (3)....$13.50
CIT994083 BRETONNIAN MAN AT ARMS CHAMPION....$11.00

SKAVEN BOXED SETS

CIT0516 SKAVEN VERMIN LORD (1)....$36.00
CIT999293 SKAVEN DOOMWHEEL (1)....$49.50
CIT999286 SKAVEN SCREAMING BELL (1)....$49.50
CIT0746 SKAVEN WARRIORS (8)....$16.00

SKAVEN BLISTERS

CIT744015 SKAVEN WARRIORS (4)....$13.50
CIT744039 BEASTMASTER (1)....$13.50
CIT744503 SKAVEN CLANRAT (3)....$14.50
CIT744510 SKAVEN COMMAND GROUP (2)....$12.50
CIT744527 SKAVEN SLAVES (4)....$14.50
CIT995677 STORMVERMIN (3)....$14.50
CIT995677 STORMVERMIN COMMAND (2)....$12.50
CIT990689 STORMVERMIN CHAMPION (1)....$11.00
CIT995660 SKAVEN PLAGUE MONKS (3)....$13.00
CIT990665 SKAVEN PLAGUE MONK CHAMPION (1)....$11.00
CIT744558 SKAVEN GUTTER RUNNERS (3)....$14.50
CIT995646 SKAVEN GLOBADIERS (1)....$11.00
CIT995639 SKAVEN CENSOR BEARER (1)....$11.00
CIT995622 SKAVEN RAT OGRES (1)....$22.50
CIT995615 CLAN MOULDER PACK MASTERS (1)....$13.50
CIT744621 BONERIPPER (1)....$19.00
CIT744626 DEATH MASTER SNIKCH (1)....$14.50
CIT995554 SKROLK (1)....$16.00
CIT995547 GREY SEER THANQUOL (1)....$16.00
CIT995530 WARLORD QUEEK (1)....$16.00
CIT995523 IKIT CLAW (1)....$16.00
CIT995608 SKAVEN RAT SWARMS....$11.00
CIT744695 SKAVEN JEZZAIL (1)....$16.00
CIT995585 SKAVEN WARP FIRE THROWER (1)....$16.00
CIT990658 SKAVEN ASSASSINS (2)....$13.50
CIT744729 SKAVEN WARLOCKS (1)....$9.50

UNDEAD BOXED SETS

CIT0736 SKELETON WARRIORS (8)....$16.00
CIT0780 SKELETON HORSEMEN (3)....$16.00
CIT0781 UNDEAD CHARIOT (1)....$16.00
CIT999279 NECROMANCER ON MANTICORE (1)....$49.50
CIT0519 LICHE KINGS CHARIOT (1)....$63.00
CIT999262 NAGASH (1)....$36.00
CIT0524 ZOMBIE DRAGON (1)....$49.50
CIT989997 MOUNTED WIGHTS (4)....$43.50

UNDEAD BLISTERS

CIT136309 UNDEAD TRANSFERS....$12.00
CIT137572 UNDEAD SHIELDS....$5.00
CIT745043 SKELETON ARCHERS (2)....$13.50
CIT743050 SKELETON WARRIORS (4)....$13.50
CIT745104 UNDEAD MUMMIES (2)....$13.50
CIT745142 ZOMBIE COMMAND GROUP (2)....$14.50
CIT745159 ZOMBIES (3)....$14.50
CIT745173 WIGHTS (2)....$14.50
CIT993888 UNDEAD WRAITHS (1)....$11.00
CIT745197 SKELETON CAVALRY (1)....$9.50
CIT745203 VAMPIRE LORD (1)....$13.50
CIT975464 NECROMANCER ON FOOT....$13.50
CIT745222 HEINRICH KEMMLER (1)....$14.50
CIT993840 GHOULS (3)....$14.50
CIT745234 UNDEAD BATTLE BANNERS....$11.00
CIT745241 MOUNTED NECROMANCER (1)....$11.50
CIT745359 VLAD & ISABELL VON CARST (2)....$20.00
CIT993772 UNDEAD LORD KRELL (1)....$16.00
CIT745678 SKULL CHUCKER (1)....$24.00
CIT993802 CARRION (1)....$13.50
CIT986667 ARMORED WIGHT CHAMPION....$13.50
CIT986735 ARMORED SKELETONS....$13.50
CIT986858 ARMORED SKELETON COMMAND (2)....$13.50
CIT987221 UNDEAD XL T-SHIRT....$36.00
CIT989904 BAT SWARM....$11.00
CIT989911 WRAITH CHAMPION (1)....$11.00
CIT993796 GHOST (1)....$11.00
CIT993901 SKELETON COMMAND GROUP (2)....$12.50
CIT988082 MOUNTED WIGHT (1)....$12.50
CIT988099 MOUNTED WIGHT HORNBLOWER (1)....$12.50
CIT988105 MOUNTED WIGHT STANDARD (1)....$12.50
CIT988112 MOUNTED WIGHT CHAMPION (1)....$12.50

CHAOS BOXED SETS

CIT0525 CHAOS KNIGHTS (3)....$30.00
CIT0782 CHAOS BEASTMEN WARRIORS (8)....$14.00
CIT0787 CHAOS WARRIORS (6)....$16.00
CIT999408 GREATER DEMON OF NURGLE (1)....$63.00
CIT979578 CHAOS WARRIOR REGIMENT (12)....$31.50
CIT976553 CHAOS WARRIOR HALBERDIERS (12)....$31.50
CIT978649 BEASTMAN CHARIOT....$36.00
CIT983490 CHAOS KNIGHTS REGIMENT (5)....$45.00
CIT986590 GREATER DAEMON OF TZEENTCH....$63.00
CIT978779 GREATER DAEMON OF KHORNE....$63.00
CIT977031 CHAOS WARRIORS IN CHARIOT....$36.00
CIT978465 CHAOS BEASTMAN WARBAND....$153.00
(Includes 1 Beastlord, 12 Beastman Gors including champion, standard bearer & muso, 8 Beastman Ungor skirmishers, 14 Beastman Ungors including standard bearer & muso, and booklet.)
CIT985630 EGRIMM HORSTMANN ON DRAGON....$67.50
CIT976843 ARBAAL THE UNDEFEATED on Mount....$36.00
CIT983391 AZAZEL Daemon Prince of Damnation....$36.00
CIT983230 GORTHOR BEASTLORD IN CHARIOT....$45.00

CHAOS BLISTERS

CIT979431 CHAOS PINK HORRORS (2)....$12.50
CIT979424 CHAOS BLUE HORRORS (2)....$12.50
CIT983179 ARCHAON (1)....$22.50
CIT983162 KHAZRAK THE ONE EYE (1)....$22.50
CIT979448 CHAOS MINOTAUR LORD (1)....$40.00
CIT983155 CHAOS HOUNDS (2)....$11.00
CIT979226 CHAOS CHAMPIONS....$18.00
CIT006199 CHAOS TRANSFERS....$11.50
CIT100201 CHAOS BEASTMEN COMMAND (2)....$12.50
CIT995431 CHAOS BEASTMEN CHAMPION (1)....$11.00
CIT137596 CHAOS DETAILED SHIELDS....$5.00
CIT201001 CHAOS BANNERS....$13.50
CIT995301 PLAGUEBEARERS....$13.50
CIT995424 BEASTMAN SHAMAN (1)....$11.00
CIT730032 CHAOS DRAGON OGRES (1)....$29.00
CIT730049 CHAOS KNIGHT HEROES (1)....$12.50
CIT730056 CHAOS WARRIOR COMMAND (1)....$9.50
CIT730129 PINK & BLUE HORRORS (3)....$14.50
CIT730131 DAEMONETTES ON MOUNTS (1)....$18.00
CIT730155 FLYING DISC OF TZEENTCH (1)....$11.50
CIT730162 AEKBOLD HELBRASS (1)....$14.50
CIT995271 FIENDS OF SLAANESH....$13.50
CIT995264 BEAST OF NURGLE (1)....$13.50
CIT995257 MOUNTED CHAOS KNIGHT (1)....$13.50
CIT995400 CHAOS KNIGHT CHAMPION (1)....$13.50
CIT991655 CHAOS KNIGHT STANDARD BEARER....$13.50
CIT995233 CHAOS NURGLINGS....$11.00
CIT731309 CHAMPIONS OF KHORNE (2)....$12.50
CIT731429 CHAMPIONS OF SLAANESH (2)....$12.50
CIT731671 CHAMPIONS OF NURGLE (2)....$12.50
CIT978984 CHAOS CHAMPION....$12.50
CIT985968 CHAOS MARAUDERS WITH FLAILS....$13.50
CIT985951 CHAOS MARAUDERS COMMAND....$12.50

CIT986002 BESTIGORS (Chaos Beastmen)....$13.50
CIT985999 BESTIGOR COMMAND (2)....$12.50
CIT979455 CHAOS MINOTAUR....$26.00
CIT979417 DAEMON PRINCE....$36.00
CIT979486 UNGOR BEASTMAN COMMAND (2)....$12.50
CIT979493 UNGOR BEASTMAN WITH SPEARS (4)....$13.50
CIT985982 UNGOR SKIRMISHERS (4)....$13.50
CIT985975 UNGOR SKIRMISHERS COMMAND (2)....$12.50
CIT979509 CHAOS BEASTMEN LORD....$18.00
CIT979516 CHAOS SORCERER....$13.50
CIT986033 CHAOS LORD ON CHAOS STEED (1)....$21.50
CIT995295 CHAMPIONS OF TZEENTCH (2)....$13.50
CIT995332 SCYLLA CHAOS SPAWN (1)....$16.00
CIT995349 FLAMERS OF TZEENTCH (1)....$11.00
CIT995387 FLESH HOUNDS OF KHORNE (1)....$11.00
CIT995455 CHAOS BEASTMEN (3)....$13.50
CIT995349 CHAOS HARPY (1)....$11.50
CIT979479 MINOTAUR WITH 2 HANDED WEAPON....$27.00
CIT979462 MINOTAUR WITH ADDITIONAL H/WPN....$27.00
CIT979400 CHAOS SPAWN (1)....$13.50
CIT978076 BLOODLETTERS (NEW) (2)....$13.50
CIT978090 BLOODLETTER COMMAND GROUP (2)....$13.50
CIT978083 BLOODLETTER CHAMPION (1)....$13.50
CIT978977 MARAUDER W/2 HANDED WEAPON (3)....$13.50
CIT978960 CHAOS WARRIORS (2)....$13.50
CIT978069 MINOTAUR STANDARD BEARER (1)....$27.00
CIT976959 DAEMONETTES (2)....$13.50
CIT976973 DAEMONETTE CHAMPION (1)....$13.50
CIT976966 DAEMONETTE COMMAND GROUP (2)....$13.50
CIT987764 DAEMONETTES ON STEEDS....$22.50

HIGH ELF BOXED SETS

CIT999569 HIGH ELF DRAGON LORD (1)....$63.00
CIT986958 HIGH ELF EVERQUEEN (7)....$43.50
CIT0750 HIGH ELF WARRIORS (8)....$18.00
CIT993352 HIGH ELF REAVER KNIGHTS....$36.00
CIT0825 HIGH ELF BATTLE CHARIOT (1)....$30.00
CIT0830 HIGH ELF PEGASUS (1)....$43.50
CIT993345 NEW HIGH ELF SILVER HELMS (4)....$40.50
CIT990054 HIGH ELF TIRANOC CHARIOT....$36.00
CIT999552 ELTHARION ON STORMWING....$49.50
CIT977260 HIGH ELF CAVALRY PATROL....$140.00
Contains 1 High Elf Hero, 1 td Ellyrian Reaver Champion, 4 Silver Helms Knights, 1 Silver Helm Standard Bearer, 4 Ellyrian Reavers with spears, 1 Tiranoc Chariot, 1 Waystone and booklet, transfers, and banners.

HIGH ELF BLISTERS

CIT006083 HIGH ELF BANNERS....$11.00
CIT996421 HIGH ELF SPEARMEN (3)....$13.50
CIT756254 HIGH ELF BOWMEN (3)....$14.50
CIT996353 HIGH ELF REPEATING BOLT THROWER (1)....$22.50
CIT996346 TECLIS (1)....$16.00
CIT996339 TYRION (1)....$22.50
CIT756704 HIGH ELF PHOENIX GUARD (3)....$13.50
CIT756759 DRAGON PRINCE HEROES (1)....$11.50
CIT996308 DRAGON PRINCE OF CALEDOR (1)....$13.50
CIT996315 DRAGON PRINCE CHAMPION (1)....$13.50
CIT981748 DRAGON PRINCE STANDARD BEARER....$13.50
CIT756803 HIGH MOUNTED HERO (1)....$11.50
CIT756797 HIGH ELF GENERAL - ELDROTH (1)....$11.50
CIT887507 WHITE LIONS OF CHRACE (3)....$13.50
CIT988013 SWORD MASTERS OF HOETH (3)....$13.50
CIT887804 SHADOW WARRIORS (3)....$14.50
CIT990092 WHITE LIONS OF CHRACE COMMAND (2)....$12.50
CIT990184 WHITE LIONS OF CHRACE CHAMPION (1)....$11.00
CIT991518 HIGH ELF MAGE (1)....$11.00
CIT991525 HIGH ELF ARCHER CHAMPION (1)....$11.00
CIT991532 HIGH ELF COMMAND (2)....$12.50
CIT991549 ELLYRIAN REAVER WITH SPEAR (1)....$11.50
CIT991556 ELLYRIAN REAVER WITH BOW (1)....$11.00
CIT991563 ELLRYIAN RANGER HORN BLOWER (1)....$11.00
CIT991570 ELLYRIAN REAVER CHAMPION (1)....$11.00
CIT991587 ELLYRIAN REAVER STANDARD (1)....$11.00
CIT991860 High Elf Silverhelm Standard Bearer (1)....$12.50
CIT991877 High Elf Silverhelm Hornblower (1)....$11.00
CIT991884 High Elf Silverhelm Champion (1)....$11.00
CIT986698 HIGH ELF MAIDEN GUARD CHAMPION....$11.00
CIT986889 HIGH ELF MAIDEN GUARD (3)....$13.50
CIT996544 MAGE ON ELVEN STEED....$13.50
CIT977505 LOTHERN SEA GUARD (3)....$13.50
CIT977482 SEA GUARD CHAMPION (1)....$11.00
CIT977499 SEA GUARD COMMAND (2)....$12.50
CIT977475 HIGH ELF MAGE ON STEED (1)....$13.50
CIT977468 HIGH ELF FRONT RANK SPEARMEN (3)....$13.50
CIT977451 HIGH ELF ARMORED ARCHERS (3)....$13.50
CIT975501 HIGH ELF HEROES....$13.50

DARK ELF BOXED SETS

CIT0531 DARK ELF DRAGONRIDER (1)....$57.00
CIT0532 DARK ELF SORCERESS (1)....$43.00
CIT0795 WARHAMMER DARK ELVES (8)....$14.00
CIT993192 DARK ELF CAULDRON OF BLOOD....$57.00
CIT977444 DARK ELF RIDERS....$38.00

DARK ELF BLISTERS

CIT212007 DARK ELF CORSAIRS (3)....$13.50
CIT996216 DARK ELF SPEARMEN (3)....$13.50
CIT759057 DARK ELF TRANSFERS....$11.50
CIT759088 DARK ELF BANNERS....$11.00
CIT759095 DARK ELF STANDARDS....$11.00
CIT759101 COLD ONE KNIGHT STANDARD (1)....$11.50
CIT759118 COLD ONE KNIGHT CHAMPION (1)....$14.50
CIT996070 DARK ELF GENERAL ON COLD ONE (1)....$22.50
CIT996063 DARK ELF SORCERER (1)....$11.00
CIT966056 DARK ELF ASSASSIN (1)....$11.00
CIT977376 DARK RIDER STANDARD (1)....$11.00
CIT977383 DARK RIDER CHAMPION (1)....$11.00
CIT996087 DARK ELF REPEATING BOLT THROW (1)....$22.50
CIT996131 DARK ELF COLD ONE (1)....$13.50
CIT996162 DARK ELF WITCH ELVES (3)....$13.50
CIT996186 DARK ELF COMMAND (2)....$12.50
CIT011921 DARK ELF CHAMPION (1)....$11.00
CIT996193 BLACK GUARD OF NAGGAROTH (2)....$12.50
CIT996209 DARK ELF CROSSBOWMEN (3)....$13.50
CIT977369 DARK ELF SORCERESS (1)....$11.00

EMPIRE BOXED SETS

CIT0749 EMPIRE HALBERDIERS (8)....$16.00
CIT0811 EMPIRE WAR WAGON (1)....$60.00
CIT0812 EMPIRE STEAM TANK (1)....$43.00
CIT0817 IMPERIAL WAR ALTAR (1)....$43.00
CIT0820 HEROES OF THE EMPIRE (4)....$43.00
CIT0821 ELECTOR COUNTS (4)....$43.00
CIT0826 IMPERIAL PEGASUS RIDER (1)....$43.00
CIT0835 EMPEROR ON DEATHCLAW (1)....$43.00

EMPIRE BLISTERS

CIT994571 MOUNTED BATTLE WIZARD (1)....$13.50
CIT994564 KNIGHT OF THE BLAZING SUN (1)....$12.50
CIT202048 KNIGHT OF THE BLAZUBG SUN STANDARD....$12.50
CIT737154 GRANDMASTER OF THE BLAZING SUN (1)....$9.00
CIT737253 IMPERIAL STANDARDS....$9.00
CIT737376 IMPERIAL OUTRIDERS (1)....$9.00
CIT994533 KISLEV HORSE ARCHERS (1)....$11.00
CIT990542 KISLEV HORSE ARCHERS STANDARD (1)....$11.00
CIT737536 KISLEV WINGED LANCER (1)....$9.00
CIT990535 KISLEV WINGED LANCER CHAMPION (1)....$11.00
CIT990528 KISLEV LANCERS STANDARD BEARER (1)....$11.00
CIT990511 KISLEV WINGED LANCER MUSICIAN (1)....$11.00
CIT737637 WHITE WOLF STANDARD BEARER (1)....$10.00
CIT737659 KNIGHTS OF THE WHITE WOLF (1)....$9.00
CIT737666 GRANDMASTER WHITE WOLVES (1)....$9.00
CIT994465 IMPERIAL PISTOLIERS (1)....$11.00
CIT737970 MOUNTED EMPIRE WIZARDS (1)....$11.00
CIT737949 EMPIRE WIZARDS (1)....$9.00
CIT994458 REIKSGARD KNIGHTS....$13.50
CIT994441 ICE QUEEN OF KISLEV (1)....$16.00
CIT738359 IMPERIAL MORTAR (1)....$18.00
CIT738472 IMPERIAL GREATSWORD (3)....$14.50
CIT738502 BORIS TODBRINGER (1)....$14.50
CIT738519 ALDERBRAND LUDENHOF (1)....$14.50
CIT738526 VALMIR VON RAUKOV (1)....$14.50
CIT994397 MARIUS LEITDORF (1)....$16.00
CIT738540 REIKSMARSHALL KURT HELBOR (1)....$14.50
CIT738557 SUPREME PATRIARCH (1)....$14.50
CIT738564 LUDWIG SWARTZHELM (1)....$14.50
CIT738649 GRANDMASTER - KNIGHT PANTHERS (1)....$9.00
CIT738656 KNIGHTS PANTHER (1)....$9.00
CIT994311 IMPERIAL HALFLING BOWMEN (4)....$13.50

CIT738885 HALFLING HOT POT (1)....$14.50
CIT738991 IMPERIAL VOLLEY GUN (1)....$22.50
CIT739066 IMPERIAL FOOT SOLDIERS (3)....$14.50
CIT739196 IMPERIAL COMMAND GROUP (3)....$14.50
CIT739219 ARCHERS (3)....$14.50
CIT994236 IMPERIAL REIKSGARD (2)....$12.50
CIT990733 IMPERIAL REIKSGARD CHAMPION (1)....$11.00
CIT990726 IMPERIAL REIKSGARD COMMAND (2)....$12.50
CIT739585 IMPERIAL HALBERDIERS (3)....$14.50
CIT739721 GREAT CANNON (1)....$27.50
CIT739844 TILEAN CROSSBOWMEN (3)....$14.50
CIT994182 IMPERIAL FLAGELLENTS (2)....$12.50
CIT975471 EMPIRE HEROES....$13.50

ORC & GOBBO BOXED SETS

CIT999385 ORC ROCK LOBBER (1)....$49.50
CIT0747 ORC WARRIORS (8)....$16.00
CIT0829 MARAUDER GIANT (1)....$57.00
CIT0748 BLACK ORC WARRIORS (6)....$16.00
CIT0755 GOBLIN WARRIORS (10)....$16.00
CIT999378 GROM'S GOBLIN WAR CHARIOT (1)....$36.00
CIT0528 AZHAG THE SLAUGHTERER (1)....$60.00
CIT0544 GOBLIN WOLF CHARIOT(1)....$30.00

ORC & GOBBO BLISTERS

CIT747535 ORC BOLT THROWER (1)....$19.00
CIT748079 SNOTLING PUMP WAGON (1)....$28.50
CIT748105 SNOTLINGS....$14.50
CIT749058 SWARMS....$14.50
CIT749300 ARMORED MERCENARY OGRES (1)....$18.00
CIT994984 SAVAGE ORC BOYZ (3)....$13.50
CIT994977 SAVAGE ORC BOAR BOYZ (1)....$12.50
CIT752065 SAVAGE ORC BOAR BOYZ COMMAND (1)....$9.00
CIT752072 SAVAGE ORC SHAMAN (1)....$9.00
CIT752102 SAVAGE ORC ARRER BOYZ (3)....$14.50
CIT752201 ORC BOYZ (3)....$14.50
CIT752256 ORC ARRER BOYZ (3)....$14.50
CIT994908 ORC COMMAND GROUP (2)....$12.50
CIT752409 GORFANG ROTGUT (1)....$14.50
CIT752416 MORGLUM NECKSNAPPER (1)....$18.00
CIT752508 SAVAGE ORC COMMAND GROUP (2)....$14.50
CIT752089 SAVAGE ORC SHAMAN ON BOAR (1)....$11.50
CIT752553 BLACK ORCS (2)....$14.50
CIT994847 BLACK ORC COMMAND GROUP....$13.50
CIT752612 ORC BIG'UN WITH HAND WEAPONS (3)....$14.50
CIT752621 ORC BIG'UN COMMAND (2)....$14.50
CIT752638 ORC BIG'UN BOSS (1)....$9.00
CIT994793 ORC BOAR BOYZ STANDARD (1)....$12.50
CIT994786 ORC BOAR BOYZ HORN BLOWER (1)....$12.50
CIT994779 ORC BOAR BOYZ BOSS (1)....$12.50
CIT991600 ORC BOAR BOYZ WITH SPEAR (1)....$12.00
CIT753857 RIVER TROLLS (1)....$22.50
CIT995479 STONE TROLLS (1)....$22.50
CIT994731 NIGHT GOBLINS (4)....$13.50
CIT994717 NIGHT GOBLIN COMMAND (2)....$12.50
CIT754205 NIGHT GOBLIN FANATICS (3)....$14.50
CIT754250 SKARSNIK & GLOBBA (2)....$18.00
CIT994687 GOBLINS (4)....$13.50
CIT994670 GOBLIN SQUIG HOPPERS (1)....$11.00
CIT754441 BAT WING LOONIES (1)....$13.00
CIT754571 NIGHT GOBLIN NET TEAMS (3)....$14.50
CIT754694 NIGHT GOBLIN SQUIG HERDER (4)....$14.50
CIT754700 FOREST GOBLINS (4)....$14.50
CIT994632 FOREST GOBLIN COMMAND (3)....$13.50
CIT209056 FOREST GOBLIN SHAMAN (1)....$11.00
CIT994625 FOREST GOBLIN SPIDER RIDER (1)....$11.00
CIT882304 GOBLIN HERO ON GIANT SPIDER (1)....$14.50
CIT994618 GOBLIN WOLF BOYZ (2)....$13.50
CIT994601 GOBLIN WOLF BOYZ COMMAND....$13.50
CIT991907 GROTFANG ORC WARLORD (1)....$22.50
CIT006069 ORC BANNERS....$11.50

DWARF BOXED SETS

CIT0762 DWARVES (8)....$14.00
CIT0828 THRONE OF POWER (1)....$43.00
CIT0836 ANVIL OF DOOM (1)....$43.00
CIT999460 DWARF FLAME CANNON (1)....$50.00
CIT0840 BUGMANS BREWERS....$43.00

DWARF BLISTERS

CIT995943 DWARF GYROCOPTER (1)....$31.50
CIT743810 KING KAZADOR (1)....$14.50
CIT996025 DWARF CLANSMEN (3)....$13.50
CIT996018 DWARF SPEARMEN (3)....$13.50
CIT743643 DWARF BOLT THROWER (1)....$18.00
CIT996001 BUGMANS TROOPERS (3)....$13.50
CIT743807 GOTREK & FELIX (2)....$14.50
CIT995974 UNGRIM THE SLAYER (1)....$16.00
CIT743834 BURLOCK DAMMINSON (1)....$14.50
CIT743841 KRAGG THE GRIM (1)....$14.50
CIT995837 DWARF HERO SKAG....$11.00
CIT743870 THE WHITE DWARF (1)....$14.50
CIT743889 DRONG THE DWARF LORD (1)....$9.00
CIT995905 QUEEN HELGA DWARF GENERAL (1)....$11.00
CIT995882 DWARF HAMMERERS (3)....$13.50
CIT743926 DWARF HAMMERERS COMMAND (2)....$14.50
CIT990719 DWARF HAMMERER CHAMPION (1)....$11.00
CIT743982 DWARF TROLL SLAYER COMMAND (2)....$11.50
CIT975495 DWARF SLAYER HERO....$13.50
CIT743963 DRUNKEN DWARFS (4)....$14.50
CIT743940 DWARF RUNESMITH (1)....$9.00
CIT743957 DWARF MINER CHAMPION (1)....$9.00
CIT743951 DWARF HERO (1)....$9.00
CIT995813 DWARF COMMAND GROUP (2)....$12.50
CIT986842 DWARF ORGAN GUN (1)....$27.50
CITSIEGE DWARF SIEGE CANNON (1)....$19.00
CIT880447 DWARF MINERS (3)....$14.50
CIT880454 DWARF MINER COMMAND (3)....$14.50
CIT880515 DWARF CROSSBOWMEN (3)....$13.50
CIT995783 DWARF TROLL SLAYERS (3)....$13.50
CIT995776 DWARF GIANT SLAYER (2)....$16.00
CIT995769 DWARF LONGBEARDS (3)....$11.00
CIT995752 DWARF THUNDERERS (3)....$13.50
CIT880973 DWARF DRAGON SLAYER (1)....$11.50
CIT880980 DWARF DAEMON SLAYER (1)....$11.50
CIT006076 DWARF BANNERS....$11.00

CHAOS DWARF BOXED SETS

CIT0838 LAMASSU (1)....$47.00
CIT0833 GREAT TARSUS (1)....$49.00
CIT999446 EARTHSHAKER (1)....$49.00
CITCD04 CHAOS DWARVES (8)....$14.00

CHAOS DWARF BLISTERS

CITASTRO CHAOS DWARF ASTROGOTH (1)....$14.50
CIT995189 CHAOS DWARF AXEMEN....$13.50
CIT758050 CHAOS DWARF COMMAND (2)....$14.50
CIT995172 CHAOS DWARF CHAMPION (1)....$11.00
CIT758104 CHAOS DWARVES BLUNDERBUS (3)....$14.50
CIT758159 BULL CENTAURS (1)....$14.50
CIT995134 BULL CENTAUR STANDARD BEARER (1)....$16.00
CIT758203 CHAOS DWARF ROCKET LAUNCHER (1)....$18.00
CIT758500 HOBGOBLIN WARRIORS (4)....$14.50
CIT995073 HOBGOBLIN ARCHERS (3)....$13.50
CIT758609 HOBGOBLIN COMMAND (2)....$14.50
CIT995059 HOBGOBLIN CHAMPION (1)....$11.00
CIT758630 MOUNTED HOBGOBLIN HERO (1)....$11.50
CIT995035 HOBGOBLIN WOLF RIDER (1)....$11.00
CIT758708 HOBGOBLIN WOLF RIDER COMMAND (1)....$16.00
CIT995042 HOBGOBLIN SNEAKY GITS (3)....$14.50
CIT995004 HOBGOBLIN BOLT THROWER (1)....$22.50
CIT995110 CHAOS DWARF HEROES (1)....$10.50
CIT136301 CHAOS DWARF TRANSFERS....$10.50

WOOD ELF BOXED SETS

CIT102728 WOOD ELF ARCHERS (8)....$16.00
CIT999538 DURTHU THE TREEMAN (1)....$36.00
CIT993764 WOOD ELF FOREST DRAGON (1)....$67.00
CIT0537 ORION, THE WOOD ELF KING (1)....$30.00
CIT0539 ARIEL MAGE QUEEN OF LORIEN....$31.50

WOOD ELF BLISTERS

CIT742019 WOOD ELF ARCHERS (3)....$14.50
CIT883707 WOOD ELF TREEMAN (1)....$31.00
CIT996612 WOOD ELF DRYADS (1)....$11.00
CIT742158 WOOD ELF COMMAND (2)....$14.50
CIT996605 WOOD ELF WAR DANCERS (3)....$13.50
CIT975518 WAR DANCER CHAMPION (1)....$13.50

CIT996599 GLADE GUARD (3) $13.50
CIT996582 GLADE GUARD COMMAND (2) $12.50
CIT996575 GLADE GUARD CHAMPION (1) $11.00
CIT996568 WOOD ELF GENERAL ON ELVEN STEED $16.00
CIT742079 WOOD ELF GREAT EAGLE (1) $18.00
CIT742089 WOOD ELF MOUNTED MAGE (1) $11.50
CIT996513 GLADE RIDER CHAMPION (1) $10.50
CIT996490 GLADE RIDER ARCHERS (1) $10.50
CIT742189 GLADE RIDER STANDARD BEARER (1) $9.00
CIT742196 GLADE RIDER HORN BLOWER (1) $9.00
CIT996506 WOOD ELF WARHAWK RIDER (1) $13.50
CIT996469 WOOD ELF WAYWATCHERS $12.50
CIT996452 WOOD ELF SKAW THE FALCONER (1) $16.00
CIT136296 WOOD ELF TRANSFERS $11.00
CIT996551 WOOD ELF WAR EAGLE $21.50
CITBANN WOOD ELF BANNERS $11.00
CIT979639 WOOD ELF SORCERESS ON FOOT $13.50
CIT979622 WOOD ELF SCOUTS (3) $13.50
CIT979615 WOOD ELF SCOUT CHAMPION (1) $11.00
CIT979608 WOOD ELF SCOUT COMMAND (2) $12.50
CIT988129 WOOD ELF GLADE RIDER (1) $11.00

BEASTIES

CIT746767 GIANT SPIDER (1) $16.00
CIT976379 FANTASY SWARM (4) $16.00
CITCOCKA COCKATRICE (1) $19.00
CITSCORP GIANT SCORPION (1) $22.00

CITADEL SHIELDS

CIT137510 GOBLIN PLAIN SHIELDS $5.00
CIT137534 ORC SHIELDS $5.00
CIT137541 DWARF DETAILED SHIELDS $5.00
CIT137558 FIGHTER SHIELDS $5.00
CIT137565 FIGHTER SHIELDS $4.50
CIT137572 UNDEAD DETAILED SHIELDS $5.00
CIT137583 ELF SHIELDS $5.00
CIT137589 DARK ELF SHIELDS $5.00

Science Fiction

Babylon 5 Wars

AOG **Babylon 5 Wars 2nd Edition** *Due Nov'98*
This second edition is reformatted, streamlined and clarified, with new art and new ships. New ship control sheets include the Minbari Whitestar, the Earthforce Thunderbolt, etc. These official, detailed miniatures rules for Babylon 5 are presented in a boxed set which recreates the many epic struggles between the various races and factions which make up the Babylon 5 universe. The rules allow for engagements as small as a few fighters on each side to large fleets battling for control of a planet. Includes rules and background material, ship control sheets for Earth Alliance Omega Destroyer, Hyperion Heavy Cruiser, Starfury Fighters; the Minbari Sharlin War Cruiser, Nial Heavy Fighter, Flyers; Centauri Primus Battlecruiser, Vorchan Warship, Sentri Medium Fighters; Narn G'Quan Heavy Cruiser, T'Loth Assault Cruiser, Frazi Heavy Fighter; Raider Light Fighters, etc. Also has two full color counter sheets, 12 metal miniatures and star maps. The rules are like a simplified version of *Star Fleet Battles*. $99.95

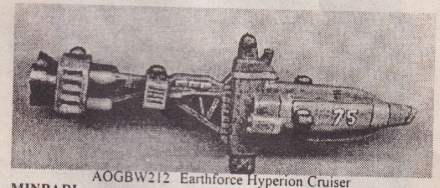
War of Retribution: Atlas of Narn/Centauri War History and color maps in a week by week account of the Narn/Centauri war, in which the Narn were soundly defeated. Also statistics and ship record sheets on all Narn and Centauri ships and fighters, including many new ones. New rules, & 110 color counters. $50.00

CEE Earthforce Sourcebook
This roleplaying supplement for *The Babylon Project* also contains a complete set of simple miniatures rules for Babylon 5, written by Jon Tuffley, who wrote *Full Thrust*. As such the rules are simple to learn, but tactics are very hard to master! Each turn you must write in advance what movement your ships will undertake, which could well result in your guns not being able to target your desired opponent, should he be able to out guess you! Covers almost all Earthforce ships, including the impressive Omega-class destroyers, two types of Starfuries, and Hyperion-class heavy cruisers; details the Minbari cruiser and fighters, with far superior technology to the other races; details the Narn heavy cruiser, battle dreadnought and fighters; and the Centauri light cruiser, battle cruiser and fighters. The rules are magnificent, and you can easily control six ships each plus fighters. This is the game system for me! The book contains counters for all the above ships and fighters, but I will be using the below miniatures. $40.00

Babylon 5 Wars Miniatures

EARTHFORCE

AOGBW201 Earthforce Omega Destroyer (1) $25.50
AOGBW206 Starfury Earthforce Fighters (3) $14.00
AOGBW210 Earthforce Nova Dreadnought *Due Jan'99* $25.50
AOGBW212 Earthforce Hyperion Cruiser (1) $19.00
AOGBW220 Earthforce Olympus Corvette *Due Jan'99* $25.50
AOGBW244 Earthforce Thunderbolt Fighter (3) *Due Dec'98* $15.00
REVELL Babylon 5 Station Model Kit $48.00



AOGBW212 Earthforce Hyperion Cruiser

MINBARI

AOGBW202 Minbari War Cruiser (1) $25.50
AOGBW209 Minbari Fighter (3) $14.00
AOGBW217 Minbari Flyer (3) $14.00
AOGBW222 Minbari Whitestar (1) *Due Dec'98* $17.00
AOGBW224 Minbari Early Cruiser (1) *Due Dec'98* $25.50

NARN

AOGBW203 Narn G'Quan Heavy Cruiser (1) $25.50
AOGBW207 Narn Heavy Fighter (3) $14.00
AOGBW214 Narn Assault Cruiser (1) $25.50
AOGBW242 Narn Bin'tak Dreadnought (1) $39.00
AOGBW261 Narn Rongoth Destroyer (1) *Due Nov'98* $15.00
AOGBW264 Narn Dag'Kar Missile Frigate (1) $15.00
AOGBW265 Narn Sho'Kar Scout (1) *Due Nov'98* $15.00
AOGBW267 Narn Gorith Medium Fighter (3) $14.00
AOGBW268 Narn Var'Nic Destroyer (1) *Due Nov'98* $15.00
AOGBW269 Narn Thentus Frigate $15.00

CENTAURI

AOGBW204 Centauri BattleCruiser (1) $25.50
AOGBW208 Centauri Medium Fighter (3) $14.00
AOGBW213 Centauri Warship (1) $15.00
AOGBW246 Centauri Dargan Strike Cruiser (1) $25.50
AOGBW247 Centauri Covran Scout (1) *Due Nov'98* $15.00
AOGBW248 Centauri Octurian Battleship (1) $43.00
AOGBW255 Centauri Kutai Gunship (1) *Due Nov'98* $15.00
AOGBW257 Centauri Balvarin Carrier (1) *Due Nov'98* $25.50
AOGBW258 Centauri Altarian Destroyer (1) $19.00
AOGBW260 Centauri Rutarian Strike Fighter (3) $14.00

OTHER RACES

AOGBW229 Raider Delta-V Fighter (3) $14.00
AOGBW230 Raider Carrier (1) *Due Feb'99* $25.50
AOGBW231 Raider Battle Wagon *Due Feb'99* $25.50

BOXED SETS

AOGBW301 Nam Fleet Boxed Set *Due Jan'99* $99.00
Includes 2 x 203, 2 x 207, 1 x 214
AOGBW302 Centauri Fleet Boxed Set *Due Jan'99* $99.00
Includes 1 x 204, 2 x 208, 4 x 213
AOGBW303 Earthforce Fleet Boxed Set *Due Feb'99* $99.00
Includes 1 x 201, 2 x 206, 3 x 212
AOGBW304 Minbari Fleet Boxed Set *Due Feb'99* $99.00
Includes 1 x 202, 1 x 209, 1 x 217, 1 x 224

The only problem with the AoG fighters above is that they are rather large. If you want tiny fighters that are a similar scale to the capital ships, then you can use some of the Ground Zero fighters below, which are *similar* in design to the equivalent Babylon 5 fighters:

Tiny X-Wing Fighters (Suitable for use as Starfury) (24) $16.00
Tiny Tri-Wing Fighters (Suitable for use as Minbari) (24) $16.00
Tiny Crescent Fighters (Suitable for use as Centauri) (24) $16.00
Tiny Rhomboid Fighters (Suitable for use as Starfury) (24) $16.00

BattleTech

FAS **BATTLETECH 4th Edition** This 4th edition comes with a 48 page rulebook that covers heat build-up, piloting skills, critical hits, physical attacks (punching, etc), movement, combat, etc; a 32 page record sheet book; a 32 page full color book with quick start rules and heaps of background info; there are two 22"x27" maps; & 48 cardboard full color standup counters, being two each of 24 different mechs; and 144 full color unit stickers. Note that there are no rule changes. $47.50

BattleTech Master Rules Replaces the *Compendium*. Combines material from BattleTech 4th Ed, CityTech, and other sources, to offer the most comprehensive set of rules ever published for BattleTech. Also has a new, complete set of table-top miniatures rules. Also mech designs, scenario building rules, and the Battle Value System for balancing forces. $38.00

BattleLance Miniatures Rules This is not a FASA product. This is an update on the fast-play BattleTech miniatures rules that are contained in White Metal. These rules are 32 pages & you must have the BattleTech Compendium to use them. They allow players to use from 16 to 30 mechs each. There is no paper record keeping. All damage is recorded with D6s, as all units take six hits. Counters record overheating. The rules include army lists that list all the mechs & vehicles which are used by each of the Houses and Clans, Comstar, and Wolf's Dragoons. There are also comprehensive rules which cover all aspects of Clan Rules of Conduct, such as Zellbrigen and bidding. $4.00

Ral Partha BattleTech Miniatures

Mechs & AFVs

1/285th Scale Metal Kits with 1 or () models.

RAL1920-778 CROCKETT BATTLEMECH $16.50
RAL1920-786 FLASHMAN BATTLEMECH $14.00
RAL1920-787 CHAMPION BATTLEMECH $14.00
RAL1920-788 SENTINEL BATTLEMECH $11.00
RAL1920-814 LANCELOT BATTLEMECH $14.00
RAL1920-827 ONTOS TANK (2) $15.50
RAL1920-870 WHITWORTH BATTLEMECH $11.00
RAL1920-872 QUICKDRAW $14.25
RAL1920-879 CLINT BATTLEMECH $11.00
RAL1920-880 BLACKJACK BATTLEMECH $12.25
RAL1920-892 SHOGUN BATTLEMECH $16.50
RAL1920-898 IMP BATTLEMECH $16.50
RAL20600 VULTURE OMNIMECH (1) $12.50
RAL20601 LOKI OMNIMECH (1) $12.50
RAL20602 THOR OMNIMECH (1) $12.50
RAL20603 MADCAT OMNIMECH (1) $12.50
RAL20604 MAN O'WAR OMNIMECH (1) $15.00
RAL20605 MASAKARI OMNIMECH (1) $15.00
RAL20606 GLADIATOR OMNIMECH (1) $15.00
RAL20607 DAISHI OMNIMECH (1) $14.50
RAL20608 DRAGONFLY MDM OMNIMECH $11.50
RAL20609 FENRIS MDM OMNIMECH $11.50
RAL20610 BLACKHAWK MDM OMNIMECH $11.50
RAL20611 RYOKEN MDM OMNIMECH $11.50
RAL20612 DASHER BT OMNIMECH $10.00
RAL20613 KOSHI BT OMNIMECHS $10.00
RAL20614 ULLER BT OMNIMECH $10.00
RAL20615 PUMA BT OMNIMECH $10.00
RAL20616 GRAND TITAN $12.95
RAL20617 TEMPEST $11.50
RAL20619 THOR SELF PROPELLED ARTILLERY $12.00
RAL20622 NIGHTSKY $10.00
RAL20623 SRM CARRIER $12.50
RAL20624 GALAHAD $11.50
RAL20625 HURON WARRIOR $10.00
RAL20626 PHOENIX HAWK IIC $12.00
RAL20627 LRM CARRIER (2) $12.50
RAL20628 THUNDER THR-1L $11.50
RAL20629 PHANTOM OMNIMECH $12.50
RAL20630 POUNCER OMNIMECH $11.00
RAL20631 MARKSMAN SELF PROPELLED ARTILL $12.50
RAL20632 GRIM REAPER GRM-R-PR29 ..... $10.50
RAL20633 NAGA OMNIMECH $15.00
RAL20634 LOCUST IIC $6.95
RAL20635 PUMA 95 TON TANK $14.00
RAL20636 BUSHWACKER $10.00
RAL20638 RAKSHASA $11.00
RAL20639 KANGA AFV (2) $12.00
RAL20641 CERBERUS deleted $12.00
RAL20642 BERSERKER $13.50
RAL20643 HELLHOUND $10.00
RAL20644 PENETRATOR $11.00
RAL20645 MARAUDER IIC $13.50
RAL20647 RHINO AFV (2) deleted $14.00
RAL20648 DAIMYO BATTLEMECH $10.00
RAL20650 BANDERSNACH deleted $8.50
RAL20651 HUNCHBACK IIC BATTLEMECH $10.00
RAL20652 KRAKEN $15.00
RAL20653 SCARABUS deleted $9.00
RAL20654 WATCHMAN deleted $10.00
RAL20656 APOLLO $10.00
RAL20658 SHADOWHAWK IIC $10.00
RAL20659 NAGINATA $12.95
RAL20660 KODIAK (1) $13.50
RAL20661 VIXEN (1) $8.50
RAL20662 BATTLE COBRA $11.00
RAL20663 VIPER $11.00
RAL20664 LINEBACKER OMNIMECH $12.95
RAL20665 SUNDER MECH $15.50
RAL20666 GRIZZLY MECH $12.00
RAL20667 TOKUGAWA HEAVY TANK (2) $13.50
RAL20668 DART DRT-35 MECH $9.50
RAL20669 ANVIL $11.50
RAL20670 GRAND CRUSADER MECH $12.50
RAL20671 REGULATOR HOVERTANK $12.00
RAL20672 SHADOWCAT $11.50
RAL20673 STARSLAYER $10.50
RAL20674 FALCONER $11.50
RAL20675 NIGHTSTAR (1) $13.50
RAL20676 PIRANHA $7.50
RAL20677 GRENDL $11.50
RAL20678 TYPHOON $12.50
RAL20679 RAPTOR $10.50
RAL20680 GALLOWGLAS (1) $11.50
RAL20681 LONGBOW (1) $12.50
RAL20682 KOMODO $10.00
RAL20683 HANKYU OMNIMECH $10.50
RAL20684 SHOOTIST (1) $12.50
RAL20685 BANDIT HOVERCRAFT $14.00
RAL20686 MACKIE $14.50
RAL20687 THUNDER HAWK $14.50
RAL20688 BABOON $8.50
RAL20689 NEXUS (1) $8.00
RAL20690 OWENS OMNIMECH $10.50
RAL20691 PEREGRINE $7.50
RAL20692 HERECULES $11.50
RAL20693 NO-DACHI $11.50
RAL20694 TOYAMA MECH $12.50
RAL20695 FIRE FALCON OMNIMECH $10.50
RAL20696 SUPERNOVA $14.00
RAL20697 CHAMELEON $10.50
RAL20698 BUCANEER $10.00
RAL20699 EMPEROR $13.50
RAL20743 MOBILE HEADQUARTERS $12.00
RAL20744 BADGER TRACKED TRANSPORT $10.50
RAL20745 SKULKER WHEELED SCOUT VEHICLE $10.50
RAL20746 ALACORN MK VI HEAVY TANK $15.00
RAL20747 ZHUKOV HEAVY TANK $12.95
RAL20748 CHALLENGER X 90 TON TANK $15.00
RAL20749 GOBLIN INFANTRY SUPPORT VEHICL $12.00
RAL20750 ROMMEL/PATTON 65 TON TANK (2) $12.50
RAL20751 LONG TOM ARTILLERY PIECE $11.50
RAL20752 GALLEON LIGHT TANK (2) $9.50
RAL20753 SCHREK PPC TANK (2) $14.00
RAL20754 LINEHOLDER $10.50
RAL20755 SPARTAN SPT-N2 ..... $14.00
RAL20756 AKUMA $14.00
RAL20757 STRIDER SR1-0 OMNI $12.00
RAL20758 CAULDRON-BORN (OMNI) $14.00
RAL20759 TURKINA $14.00
RAL20760 BLACK LANNER (OMNI) $12.00
RAL20761 DEVASTATOR DVS-2 ..... $14.00
RAL20762 PILLAGER PLG-32 ..... $14.00
RAL20763 MAELSTROM MTR-5K $12.00
RAL20764 SPECTOR SPR-5F $9.50
RAL20765 ENFIELD $10.50
RAL20766 LYNX LNX-9Q $10.50
RAL20768 NIGHT GYR $14.00
RAL20770 AXEMAN $11.00
RAL20772 CAESAR $11.00
RAL20774 BLACK KNIGHT $11.00
RAL20779 MANTICORE $12.50
RAL20780 HUSSAR $9.00
RAL20782 PACKRAT VEHICLES (2)deleted $10.00
RAL20783 J.EDGAR VEHICLES (2) $9.50
RAL20789 TARANTULA ZPH-1A $8.00
RAL20790 SALAMANDER PPR-5S $12.00
RAL20791 RIFLEMAN IIC CLAN MECH $11.00
RAL20792 BEHEMOTH CLAN MECH $12.95
RAL20793 HOLLANDER $9.00
RAL20794 ALBATROSS $12.00
RAL20795 JENNER IIC CLAN MECH $9.00
RAL20797 WAR DOG MECH $12.95
RAL20798 HAMMER MECH deleted $10.00
RAL20799 FLIGHT BASES (6) $9.00
RAL20800 HEX BASES BATTLETECH $8.00
RAL20801 THUG $12.00
RAL20802 MONGOOSE $8.00
RAL20804 CRAB $10.00
RAL20805 FLEA $7.50
RAL20806 HUNTER MISSILE TANK $9.50
RAL20807 STRIKER ARMORED CAR $10.00
RAL20808 PEGASUS HOVER TANK $9.50
RAL20809 MAULER MAL-1R $12.95
RAL20810 HATAMOTO-CHI HTM-27T $12.00
RAL20812 RAVEN RVN-3L $9.00
RAL20819 MAXIM - 50 TON HOVER TRNSPRT $11.50
RAL20820 MARSHAL 55 TON TANK $10.00
RAL20821 CLAN ELEMENTAL INFANTRY (30) $15.00
RAL20822 DEMOLISHER TANK $14.00
RAL20823 KURITA INFANTRY $18.95
RAL20824 DAVION INFANTRY $18.95
RAL20828 SAVANNAH MASTER HOVERCRAFT (4) $6.95
RAL20830 VON LUCKNER HEAVY TANKS (2) $12.50
RAL20835 GRIFFIN $12.50
RAL20836 SHADOW HAWK $10.00
RAL20837 WOLVERINE $10.00
RAL20838 BATTLEMASTER $12.00
RAL20839 THUNDERBOLT $11.50
RAL20844 LOCUST $7.50
RAL20845 ATLAS $12.95
RAL20846 GOLIATH $12.50
RAL20847 AWESOME $12.00
RAL20848 ORION $12.00
RAL20849 CENTURION $10.50
RAL20850 FIRESTARTER $9.50
RAL20852 CATAPULT $11.00
RAL20853 PANTHER $9.00
RAL20854 HUNCHBACK $10.00
RAL20856 ZEUS $12.95
RAL20857 URBANMECH $8.00
RAL20859 SCORPION $10.00
RAL20860 VICTOR $12.00
RAL20861 JAGERMECH $12.00
RAL20862 STALKER $12.00
RAL20863 CYCLOPS $14.00
RAL20864 HATCHETMAN $10.00
RAL20865 COMMANDO $8.00
RAL20866 JAVELIN $9.00
RAL20867 ENFORCER $10.00
RAL20868 DRAGON $11.00
RAL20869 JENNER $9.00
RAL20871 VINDICATOR $9.50
RAL20873 SPIDER $9.00
RAL20875 ASSASSIN $11.00
RAL20876 DERVISH $10.00
RAL20877 OSTROC $11.00
RAL20882 BANSHEE $12.95
RAL20888 GRASSHOPPER $11.00
RAL20891 WOLF HOUND $9.00
RAL20897 ANNIHILATOR $12.50
RAL20899 KING CRAB $12.95
RAL20900 CICADA $11.00
RAL20901 TREBUCHET $11.00
RAL20902 CHARGER $13.95
RAL20903 BLACKWATCH $13.95
RAL20905 BLACKJACK OMNIMECH $12.50
RAL20906 RAIJIN $11.00

AeroTech Fighters

RAL20708 SEYDLITZ SYD-21 ..... $6.50
RAL20709 LUCIFER LCF-R15 ..... $8.50
RAL20723 WARRIOR HELICOPTER $6.50
RAL20724 MECHBUSTER FIGHTER $8.00
RAL20725 CAVALRY ATTACK HELICOPTER $8.00
RAL20726 YELLOW JACKET GUN BOAT $8.00

BattleTech Boxed Lances

All come with flex bases.

RAL10840P CLAN LIGHT OMNI MECHS BOXED $32.00
Dasher, Uller, Puma, Koshi
RAL10841P CLAN MEDIUM OMNI MECHS BOXED $40.00
Fenris, Dragonfly, Ryoken, Blackhawk
RAL10842P CLAN HEAVY OMNI MECHS BOXED $50.00
Loki, Vulture, Madcat, Thor
RAL10843P ASSAULT OMNI MECHS BOXED SET $50.00
Daishi, Masakari, Gladiator, Man O'War

Demon Blade Games

Demon Blade Games is a new company who are releasing a range of sci-fi figures for their own sci-fi miniatures rules called *Shockforce* later this year. In the meantime, here are their figures. Their Orgs look like sci-fi orcs with a really bad attitude. The Shock Force troops are humans.

SHOCK FORCE Battles in the Remnants of America Players battle in the remnants of America in the year 2142 AD. A sociopolitical & nuclear meltdown has caused America to become a battlefield populated by hordes of mutant gangs that roam the wastelands and derelict cities, and the MegaCom armies, such as the Shock Force, consisting of normal men and women who are trained to fight from birth. These are skirmish rules including unit activation, command radius, advantages and disadvantages, and full army lists, including the Vengequan, descendants of the original tribes of America: the Scarlet Brethren, of Southern origin; the Orgs, mutants who look like orcs; undead Cyborgs, GothRats, etc. **$19.00**

DBG10001	ORG WARLORD (1)	$12.95
DBG10002	CYB-ORG # 1 (1)	$11.00
DBG10003	CYB-ORG # 2 (1)	$11.00
DBG10004	ORG HOG (1)	$16.95
DBG10005	ORG ATROCITOR (Dreadnaught)	$47.00
DBG10101	ORG BOUNCERS COMMAND PACK	$11.00
DBG10102	ORGLING SERGEANT	$7.50
DBG10201	ORG SLAMMERS UNIT	$14.50
DBG10202	ORG SLASHERS UNIT	$14.50
DBG10203	ORGLING DELINQUENTS	$14.50
DBG20001	LORD OF TECHNOLOGY	$7.50
DBG20004	SHOCK FORCE STALKER	$25.95
DBG20005	SHOCK FORCE ELIMINATOR	$7.50
DBG20101	SHOCK FORCE PAC 9000	$14.50
DBG20102	SHOCK FORCE BAZOOKA TEAM	$14.00
DBG20103	SHOCK SISTER COMMAND PACK	$9.00
DBG20104	SHOCK FORCE PAC 8000	$14.50
DBG20105	SHOCK FORCE PAC 7000	$14.50
DBG20201	SHOCK FORCE ALPHA TEAM	$14.50
DBG20202	SHOCK FORCE BRAVO TEAM	$14.50
DBG20203	SHOCK SISTERS UNIT	$14.50
DBG20204	SHOCK FORCE OMEGA	$14.50
DBG30001	VENGEQUAN TECH SHAMAN	$7.50
DBG51001	BROODLORD QUEELUG	$10.00

Dirtside II

DIRTSIDE II By the same people who did *Full Thrust*. This is a comprehensive set of generic rules for simulating science fiction battles in virtually any background or future history. The system covers combined-arms actions from a few platoons up to full battalion combat group level. Rules are inlcuded for infantry, AFVs of all types, artillery, aerospace support and landings, combat walkers, and much more. Designed for use with 1:285/1:300 scale miniatures. Includes a flexible integrated game sequence, an innovative chartless combat system for fast play, complete vehicle design and points value systems, lots of photos, artwork, and 2 sheets of color counters. By GZG. **$35.00**

STARGRUNT II These rules are a comprehensive set of generic rules for simulation science fiction infantry combat in virtually any background, but also includes background info and unit types and organisation set in the same universe as Dirtside and Full Thrust. Scale is individual infantry and vehicles, and you can play actions with a few squads up to company level. Rules cover infantry, power armored troops, AFVs, artillery, flexible integrated game sequence, fast play system with minimal record keeping. Also has 2 counter sheets, and tons of illustrations. **$40.00**

Stargrunt Miniatures

Figures are around 28mm tall

New Anglian Royal Marines (10)	$22.00
New Anglian Female Troopers (10)	$22.00
New Anglian Power Armored Troopers (10)	$22.00
New Swabian League Troopers (10)	$22.00
New Swabian League Female Troopers (10)	$22.00
New Swabian League Power Armored Troopers (10)	$22.00
Eurasian Union Naval Infantry (10)	$22.00
Eurasian Union Naval Power Armor Infantry (10)	$22.00
Federal Stais Europa Colonial Legionaries (10)	$22.00
Federal Stats Europa Power Armored Troopers (10)	$22.00
Islamic Federation Troopers (10)	$22.00
Pan African Union Troopers (10)	$22.00
Mercenary Troopers (10)	$22.00
UNSC Marine Troopers (10)	$22.00
P'Taah Biotech Aliens (10)	$22.00
Kra'vak Troopers (10)	$22.00
Oceanic Union Defence Force (Australian) Troopers (10)	$22.00
Oceanic Union Defence Force Jetbike and Rider (1)	$7.50
Oceanic Union Defence Force SAM Launcher & 3 Crew	$8.25
FSE Colonial Legionnaire on Futuristic Motor Bike	$5.50
NAC Marine on Futuristic Motor Bike	$5.50
Combat Babe on Futuristic Motor Bike	$5.50

Stargrunt Resin Vehicles

Large resin vehicles, suitable for all 25mm or exaggerated 25mm sci-fi.

SF25-11	Police Patrol Aircar	$15.00
SF25-14A	Gladiator Mk II Light Hover Tank	$15.00
SF25-15	Surveyor Tracked All Terrain Vehicle	$35.00
SF25-26A	Goliath Mark II Heavy Hover Tank	$30.00
SF25-27	Light Hover Jeep	$10.00
SF25-28	Wombat Medium Hover APC	$20.00
SF25-30	Rommel Medium Hovertank	$20.00
SF25-35	AV-6 Assault VTOL (troop transport)	$30.00
SF25-41	Lawcruiser 8 wheel Urban Security Vehicle	$25.00
SF25-57	M38D LIPPC Light APC	$15.00
SF25-58	M62 Slammer Heavy Hover Tank	$35.00
SF25-62	Poruzh Superheavy Grav Tank	$25.00
SF25-63	Virnazh G-CAV Grav Assault APC	$20.00
SF25-64	Gunspider - 6 legged weapons platform	$20.00
SF25-65	Gunspider - as above with twin rotary cannon	$20.00
SF25-66	Gunspider - as above but anti-tank variant	$20.00
SF25-67	M44 Coonhound Light Assault Vehicle	$15.00
SF25-69C	Wheeled Flatbed Truck with Military Armored Cab	$20.00
SF25-69E	Wheeled Truck with Military Cab and Command Post Body	$25.00
SF25-73	AV-5 Security/Casualty Evac VTOL	$25.00
SF25-75	AV9A2 Gunship VTOL	$20.00
SF25-85	Paladin 6 wheeled Hi-Mobility Battletank with Laser Turret	$35.00
SF25-86	Phalanx 6 wheeled heavy APC with twin laser turrets	$50.00
SF25-88	Hoplite High Mobility Wheeled Vehicle with Rotary Cannon	$40.00
SF25-89	Hunter Wheeled Tank Killer with Missile & Cannon	$40.00
SF25-90	Defender Anti-Air Vehicle (based on Hunter)	$40.00
SF25-91	Striker Multiple Rocket Artillery vehicle	$40.00
SF25-93	Gauntlet II GEV Hover APC	$25.00
SF25-98	MARS Multiple Artillery Rocket System on Truck	$25.00

Doom Miniatures

Superb 25mm miniatures from my favorite computer game - Doom I and II

REA66601	Doom Marine - ie, the player character (3)	$12.50
REA66602	Zombie Marine with pistol (3)	$12.50
REA66603	Zombie Marine with shotgun (3)	$12.50
REA66604	Heavy Weapon Dude with chain-gun (2)	$11.00
REA66605	Imp (Demon) (3)	$12.50
REA66606	Pink Demon (1)	$7.50
REA66607	Cacodemon (Floating spheroid demon) (1)	$18.00
REA66608	Pain Elemental (1)	$18.00
REA66609	Lost Soul (Floating skull) (1)	$11.00
REA66610	Mancubus (1)	$18.00
REA66611	Baron of Hell (1)	$18.00
REA66612	Revenent (1)	$9.00
REA66613	Arachnotron (Brain-spider with chain-guns) (1)	$36.00
REA66614	Archville (1)	$14.50
REA66615	Cyberdemon (1) *See below*	$36.00

Epic Warhammer 40,000

GAM **EPIC Warhammer 40,000**

Space Marine has been replaced by this new release. In a galaxy torn apart by endless war, huge armies of tanks and mighty war engines clash, unleashing untold destruction across the ravage battlefields of the 41st Millennium. You are the commander of a vast army, out-fighting and out-manoeuvring your opponent. This complete game includes two massive armies of Citadel miniatures, Space Marines and Orks, 48 ruined plastic walls and 18 rubble sections, 112 page Battles Book, 112 pages Armies Book, 48 page Rulebook, 22 dice, 2 plastic range rules, 51 game counters, 12 fate cards, playsheets, 20 blast markers, Ork Gargant Card. Includes new model Landraiders, and new infantry stands which are rectangular instead of square. **$105.00**

Firepower Contains the best Epic 40,000 articles from White Dwarf magazine and the Citadel Journal plus some hot new rules, including detachment rules for Daemon hordes, fielding armies of Cult Mechanicus, new missions and tactics for flyers, etc. **$14.50**

Epic Warhammer 40,000 Miniatures

Epic figures by Citadel. Most are re-releases of the excellent Space Marine range.

CIT988167	SPACE MARINE BATTLE FORCE	$135.00
CIT987207	EPIC SPACE ORK ARMY DEAL	$135.00
CIT979592	ELDAR BATTLE HOST	$135.00
	Avatar, Howling Banshee Squad, Warp Spider Squad, Striking Scorpion Squad, Swooping Hawk Squad, Dark Reaper Squad, Scout Squad, Harlequin Squad, 2 Jetbike Squadrons, 7 Guardian Squads, 1 Wraithguard unit, 2 Exarchs, 2 Warlocks, 1 Farseer, Farseer Falcon Tank, Farseer Vyper Jetbike, Scorpion Tank, Cobra tank, 6 Falcon tanks, 2 Wave Serpents, 2 Night Spinners, 3 Fire Prisms, 4 Vyper Jetbikes, and booklet.	
CIT976294	CHAOS BLOOD REAVERS	$63.00
	2 Chaos Land Raiders, 3 Chaos Predators, 6 Chaos Rhinos, 4 Beastmen units, 2 Khorne Berserker units, 2 Noise Marine units, 4 Chaos Cultist units, 1 Chaos Lord unit, 1 Tzeentch Sorcerer unit, 2 Chaos Terminator units, 2 Flesh Hounds units, 2 Flamer units, 2 Bloodletter units, 2 Plaguebearer units, 2 Daemonettes units, 4 Chaos Space Marine units!	
CIT993307	SPACE MARINE TANKS	$16.00
CIT993246	WARLORD TITAN	$40.00
CIT911495	MARINE THUNDERHAWK GUN SHIPS	$19.00
CIT911853	ORK BIG GUNS	$14.50
CIT979806	ELDAR NIGHTWING	$14.50
CIT979813	ELDAR PHOENIX BOMBERS	$14.50
CIT979820	ELDAR VAMPIRE RAIDER	$20.00
CIT979837	ELDAR FIRE PRISMS	$14.50
CIT979844	ELDAR NIGHT SPINNERS	$14.50
CIT979851	ELDAR SCORPION	$18.00
CIT979868	ELDAR COBRA	$18.00
CIT979875	ELDAR SUPPORT WEAPONS	$11.50
CIT979882	ELDAR VYPER JETBIKES	$11.50
CIT979899	ELDAR DREADNOUGHTS	$14.50
CIT979905	ELDAR WARWALKER	$11.50
CIT979912	ELDAR SUPREME COMMANDERS	$14.50
CIT979998	ELDAR PHANTOM TITAN	$40.00
CIT979929	ELDAR REVENANT TITAN	$16.00
CIT985845	THUNDERBOLT FIGHTERS	$14.50
CIT985852	IMPERIAL MARAUDER BOMBER	$14.50
CIT985869	IMPERIAL BOMBARDS	$14.50
CIT985876	IMPERIAL SENTINELS	$11.75
CIT985883	DEATHSTRIKE MISSILE LAUNCHER	$14.50
CIT985890	IMPERIAL MANTICORES	$14.50
CIT985906	IMPERIAL GRIFFONS	$14.50
CIT985913	HYDRA FLAK TANKS	$14.50
CIT985920	IMPERIAL CHIMERAS	$14.50
CIT985937	LEMAN RUSS DEMOLISHERS	$14.50
CIT985944	IMPERIAL SHADOWSWORD TANK	$18.00
CIT986965	ASSAULT SPAWN: TYRANID HARUSPEX	$14.50
CIT986972	ASSAULT SPAWN: TYRANID MALEFACTORS	$14.50
CIT986989	ASSAULT SPAWN: TRYGON	$14.50
CIT986996	TYRANID DACTYLIS	$14.50
CIT987009	TYRANID EXOCRINES	$14.50
CIT987016	TYRANID CARNIFEXES	$14.50
CIT987023	TYRANID TERVIGONTHROPES	$11.50
CIT987047	TYRANID HARRIDAN	$16.00
CIT987467	TYRANID HEIRODULE BIO-TITAN	$30.00
CIT987597	TYRANID HEIROPHANT BIO-TITAN	$36.00
CIT991457	TYRANID DOMINATRIX	$18.00
CIT967032	TYRANID BIOVORES	$14.50
CIT991945	TYRANID HIVE TYRANT	$14.50
CIT991464	BANEBLADE TANKS	$17.00
CIT991471	ELDAR WAVE SERPENTS	$11.50
CIT991488	SPACE MARINE LANDRAIDER	$14.50
CIT991822	SPACE MARINE PREDATOR	$14.50
CIT991839	SPACE MARINE DREADNOUGHTS	$11.50
CIT991846	SPACE MARINE RAZORBACKS	$14.50
CIT991952	SPACE MARINE BASILISK	$14.50
CIT991969	HELL HOUND TANKS	$14.50
CIT991976	LEMAN RUSS TANKS	$14.50
CIT991983	ELDAR FALCON GRAV TANKS	$14.50
CIT991990	ORK WAR BUGGIES	$14.50
CIT992003	SPACE MARINE ATTACK BIKES	$11.50
CIT992010	SPACE MARINE LANDSPEEDER	$11.50
CIT992027	VINDICATORS	$14.50
CIT993314	SPACE MARINE BATTLEGROUP	$16.00
CIT993277	IMPERIAL GUARD DETACHMENT	$16.00
CIT993321	ELDAR WARHOST	$16.00
CIT993253	GREAT GARGANT	$40.00
CIT993284	ORK MOB	$16.00
CITOT	ORK TANKS	$16.00
CIT993260	TYRANID SWARM	$16.00
CIT990436	ORK GARGANT	$40.00

1/300th Scale Crater Pack (20 craters, various sizes) $6.00

Cast in a light brown or grey, just needs dry brushing with acrylics, made of rubber urathane.

Fading Suns

HDI **NOBLE ARMADA**

A starship miniatures game of broadsides and boarding actions in the *Fading Suns* universe. Royal houses vie against rival fleets and pirates for supremacy of the Known Worlds. Command frigates, destroyers or dreadnoughts to carve a fiefdom from the stars! Let loose all guns against your enemies and loot their crippled ships. Suitable for beginner or advanced players. Includes 32 plastic starship miniatures, rulebook, game play counters for boarding parties, missiles etc, battle maps, interior deck plans, and ship display sheets. **$100.00**

Full Thrust

GZG **FULL THRUST 2nd Ed**

A beautiful production of tactical starship combat rules, on glossy paper filled with B&W photos of model spaceships and diagrams. The basic rules on their own will give a very simple, fast game with absolutely no complications, even when using big fleets. Once you are familiar with the basics, various parts or all of the Advanced rules can be added. No ships can fire into their aft quadrant (except against fighters) due to the distortion field caused by the ship's engines. This has a profound effect on tactics and manoeuvring. There is great satisfaction to be had by getting up behind a Dreadnought with your cruiser and letting it have all batteries straight up the Drive Tubes, and the *%@)# can't shoot back! This ruling makes players think much harder about the relative position of their ships, requiring the use of escorts to cover these blind spots of the bigger ships. At the beginning of each turn players write down their movement for that turn, and both players then carry out the plotted movement - so you really need to try to outguess your opponent. Also includes complete ship construction and costings rules, background detail & expanded ship stats. **$25.00**

MORE THRUST The first supplement for *Full Thrust*. A compendium of additional rules, scenarios and other material. Includes new fleet details, including the alien Kra'vak race, expanded ship statistics and new classes, additional weapons and other systems, scenario outlines and extended time line. etc. One of the new optional rules is the ability to cloak your ships. The amusing thing is that your ship is also blind when cloaked, so you must plot its moves without the miniature on the table - if you muck up your guessed movement orders, it could end up in the next room! **$25.00**

Full Thrust Fleet Book Volume 1: Warships of the Major Powers This volume covers major warship classes of the four main powers of the Third Solar War period, NAC, ESU, NSL and FSE. Has complete game stats for those Full Thrust miniatures - over 60 pregenerated designs including generic freighters and support ships. Also has new and updated rules, new weapons, revised ship design, and simplified vector movement system. **$30.00**

Full Thrust Space Ship Miniatures

Lead models by CMD, cast here in Melbourne by Eureka.

FT101	NAC Firestorm class Fighters (12)	$4.00
FT101A	NAC Firestorm II class Fighters (12)	$4.00
FT102	NAC Harrison class Scoutship (4)	$4.00
FT102A	NAC Harrison II class Scoutship (4)	$4.00
FT103	NAC Arapaho class Corvette/Lancer (3)	$6.00
FT104	NAC Miyazaki class Frigate (2)	$7.00
FT105	NAC Ticonderoga class Destroyer (2)	$8.00
FT106	NAC Hoshino class Light Cruiser (1)	$6.00
FT107	NAC Furious class Escort Carrier (1)	$8.00
FT108	NAC Vandenburg class Heavy Cruiser (1)	$10.00
FT109	NAC Majestic class Battlecruiser (1)	$12.00
FT110	NAC Victoria class Battleship (1)	$14.00
FT111	NAC Avalon class Battledreadnought (1)	$16.00
FT112	NAC Valley Forge class Superdreadnought (1)	$20.00
FT113	NAC Inflexible class Light Fleet Carrier (1)	$18.00
FT114	NAC Ark Royal class Fleet Super Carrier (1)	$20.00
FT121	NAC Phantom class Heavy Fighters (12)	$6.00
FT201	ESU Kilo class Fighters (12)	$4.00
FT201A	ESU Kilo II class Fighters (12)	$4.00
FT202	ESU Lenov class Scoutship (4)	$4.00
FT202A	ESU Lenov II class Scoutship (4)	$4.00
FT203	ESU Nanuchka class Corvette/Lancer (3)	$6.00
FT204	ESU Novgorod class Frigate (2)	$7.00
FT205	ESU Warsaw class Destroyer (2)	$8.00
FT205B	ESU Warsaw/M class Destroyer (2)	$8.00
FT206	ESU Tibet class Light Cruiser (1)	$6.00
FT207	ESU Beijing class Escort Carrier (1)	$8.00
FT208	ESU Gorshkov class Heavy Cruiser (1)	$10.00
FT209	ESU Manchuria class Battlecruiser (1)	$12.00
FT210	ESU Petrograd class Battleship (1)	$14.00
FT211	ESU Rostov class Battledreadnought (1)	$16.00
FT212	ESU Komarov class Superdreadnought (1)	$20.00
FT213	ESU Konstantine class Attack Carrier (1)	$20.00
FT214	ESU Tsiolkovsky Light Carrier (1)	$20.00
FT221	ESU Kisha class Heavy Fighters (12)	$6.00
FT302	Clarke class Survey Cruiser (1)	$16.00
FT305	Hamburg class Heavy Modular Star Freighter (1)	$12.00
FT308	Medium Freighter (1)	$10.00
FT401	Kra,vak Ra'san class Fighters (12)	$4.00
FT402	Kra'vak Lu'dak class Scoutship (4)	$4.00
FT403	Kra'vak Ka'tak class Corvette/Lancer (3)	$6.00
FT404	Kra'vak Da'tak class Frigate (2)	$7.00
FT405	Kra'vak Di'tok class Destroyer (2)	$8.00
FT406	Kra'vak Vo'bok class Light Cruiser (1)	$7.00
FT407	Kra'vak Si'tek class Escort Carrier (1)	$8.00
FT408	Kra'vak Va'dok class Heavy Cruiser (1)	$10.00
FT409	Kra'vak Ti'dak class Battlecruiser (1)	$12.00
FT410	Kra'vak Ko'vol class Battleship (1)	$14.00
FT411	Kra'vak Lo'vok class Battledreadnought (1)	$16.00
FT412	Kra'vak Yu'kas class Superdreadnought (1)	$20.00
FT413	Kra'vak Ko'san class Strike Carrier (1)	$20.00
FT421	Kra'vak Va'Sa class Heavy Fighters (12)	$6.00
FT501	NSL Alder class Fighters (12)	$4.00
FT502	NSL Falke class Scoutship (4)	$4.00
FT503	NSL Stroschen class Corvette/Lancer (3)	$6.00
FT504	NSL Ehrenhold class Frigate (2)	$7.00
FT505	NSL Waldburg class Destroyer (2)	$8.00
FT506	NSL Kronprinz class Light Cruiser (1)	$6.00
FT507	NSL Radetzky class Escort Carrier (1)	$8.00
FT508	NSL Markgraf class Heavy Cruiser (1)	$10.00
FT509	NSL Maximilian class Battlecruiser (1)	$12.00
FT510	NSL Von Burgund class Battleship (1)	$14.00
FT511	NSL Szent Istvan class Battledreadnought (1)	$16.00
FT512	NSL Von Tegetthoff class Superdreadnought (1)	$20.00
FT513	NSL Der Theuerdank Fighter Carrier (1)	$20.00
FT601	FSE Mirage IX class Fighters (12)	$4.00
FT602	FSE Mistral class Scoutships (4)	$4.00
FT603	FSE Athena class Corvettes (3)	$7.00
FT605	FSE San Miguel class Destroyers (2)	$8.00
FT606	FSE Suffren class Light Cruiser (1)	$7.00
FT607	FSE Milan class Escort Cruiser (1)	$8.00
FT608	FSE Jerez class Heavy Cruiser (1)	$10.00
FT609	FSE Ypres class Battlecruiser (1)	$12.00
FT610	FSE Roma class Battleship (1)	$14.00
FT611	FSE Bonaparte class Battledreadnought (1)	$16.00
FT612	FSE Foch class Superdreadnought (1)	$20.00
FT613	FSE Bologna class Light Carrier (1)	$20.00
FT614	FSE Jeanne D'Arc Fleet Carrier (1)	$20.00
FT621	FSE Camerone class Heavy Fighters	$6.00
FT701	Sa'Vasku Drone Fighters (12)	$4.00
FT702A	Sa'Vasku Scout Ships (4)	$4.00
FT702B	Sa'Vasku Scout Ships (4)	$4.00
FT703	Sa'Vasku BattleScouts (3)	$6.00
FT704	Sa'Vasku Attackers (2)	$7.00
FT705	Sa'Vasku Destroyers (2)	$8.00
FT706	Sa'Vasku Light Strike Ship (1)	$7.00
FT707A	Sa'Vasku Strike Ship (1)	$8.00
FT707B	Sa'Vasku Strke Ship (1)	$8.00
FT708	Sa'Vasku Drone Pod Ship (1)	$10.00
FT710	Sa'Vasku Heavy Battleship (1)	$14.00
FT712	Sa'Vasku Dreadnought (1)	$20.00

Full Thrust Fleet Packs

A balanced fleet suitable to begin gaming.

NAC Fleet Pack	$35.00
ESU Fleet Pack	$35.00
NSL Fleet Pack	$35.00
FSE Fleet Pack	$35.00
Kra'vak Fleet Pack	$35.00
Sa'Vasku Fleet Pack	$35.00

Havok

C&A **HAVOK SKIRMISH BATTLE SET**

A brand new sci-fi miniatures gaming system with two big differences, firstly, all the miniatures come with a basic paint job, and two, the rules are very simple, so you can concentrate on just playing the game! This setting is as follows: the human Empire of Karn has no boundaries. For over 5,000 years they have ruled over the peoples of the universe. They have crushed those who stood before them, enslaved those who survived and imposed on all the Karnian Kodex - the rule of Imperial Law. But the human Nexus Rebellion battle desperately against Karn's tyrany, striking repeatedly at Karn from their mighty battle fleets. Yet in the furthest reaches of space a new and terrible enemy has appeared - a relentless and tenacious foe, the insectoid Pteravore attack both Karn and Nexus alike. This boxed game includes short rules that cover the *entire* game system, 26 troop cards (covers *every* troop type) with stats and point values, two large plastic dreadnoughts called *Battle Forms*, 8 painted troops around 32mm tall, stick-on transfers for the miniatures' bases and the four terrain pieces, 8 special combat dice, and two cardstock rulers. Looks great! (Almost the whole range of miniatures are available!) **$55.00**

Havok Miniatures

Painted plastic miniatures around 32mm tall.

CAAHK01	Karn Troopers - basic weapons, power armor, shields (3)	$6.50
CAAHK02	Karn Darkest Suns - warriors with weapons & shields (3)	$6.50
CAAHK03	Karn Klan Warriors: youths with power swords & shields (3)	$6.50
CAAHK04	Karn Suma-Kai - big warriors with hand weapons (2)	$6.50
CAAHK05	Karn Kai-Unes with Axe-weapons and shields (3)	$6.50
CAAHK06	Karn Borkian Mercenaries - winged alien warriors (3)	$6.50
CAAHK07	Karn BattleForm (dreadnought) (1) & Form Warrior (1)	$11.00
CAAHK09	Karn Banshee Attack Thopter (2) & Glaive Riders (2) Banshees are gunships, Glaives are Jetpack assault troops.	$23.00
CAAHN01	Nexus Troopers - basic weapons and power armor (3)	$6.50
CAAHN02	Nexus Kinsmen - elite troops with hand weapons (3)	$6.50
CAAHN03	Nexus Tribunes - warriors with two hand weapons (3)	$6.50
CAAHN04	Nexus Brotherhood: monks with 2 handed polearms (3)	$6.50
CAAHN05	Nexus Assault Troops - 2 handed assault weapons (3)	$6.50
CAAHN06	Nexus Mauler Tank & Doomguard Warrior	$11.00
CAAHN07	Nexus BattleForm (dreadnought) (1) & Hundred Warrior (1)	$11.00
CAAHN09	Nexus Hammer Heavy Tank & Storm Troopers (3)	$19.00
CAAHP01	Pteravore Razors - Insectoid aliens with scythe arms (3)	$6.50

Gorkamorka

GAM **GORKAMORKA**

The latest big boxed game from Games Workshop. Across a barren landscape, mobs of savage Ork warriors battle for supremacy and scrap. Fame and fortune are gained in a hail of bullets and the roar of crude vehicles in a world where there is no mercy. *Gorkamorka* puts you in the driving seat of a bloodthirsty mob of Orks fighting for power and glory in these highly unorthodox car races! Don't just try to drive faster than the opponent, try blowing him up or shooting up the crew first! The set includes 2 ork Wartraks, 2 Ork 4-wheel vehicles, 12 ork Boyz, rulebook, sourcebook, a large ork building, mining shaft, range rulers, blast markers, templates, counters, tank-traps, dice, etc! The rules cover scenarios and crew's gaining experience, learning new skills and kustomisin' weaponry. **$105.00**

DIGGANOB Boxed expansion. This mayhem-packed supplement contains splendid card models and a 96 page rulebook. The card models are great props for your mobs to fight around, and the rules have three new mobs: Savage Diggas; hideous Muties; and Rebel Grot Revolutionaries. **$58.50**

CIT337172	DIGGA SHAMAN	$11.00
CIT978106	REBEL SNOTZ (4)	$11.00
CIT978113	REBEL GROTZ (4)	$13.50
CIT978120	HEAD HONCHO & BANNA WAVA (2)	$13.50
CIT978137	THE RED GOBBA	$9.00
CIT978205	REBEL GROT CUTTA	$31.50
CIT978281	REBEL GROT BIG LUGGA	$45.00
CIT978830	DREGMEK BLITZKART AND DETH KOPTA	$31.50
CIT978847	DA SCRAPHUNTER	$16.00
CIT978854	DIGGANOB	$11.00
CIT978861	DIGGA YOOFS	$13.50
CIT978878	DIGGA BOYZ	$13.50
CIT978953	DIGGA TRUKK	$36.00
CIT980406	GROTZ (4)	$17.00
CIT980413	ORK SLAVER WITH GRABBA STIK & WHIP (1)	$11.50
CIT980420	ORK BOYZ WITH HAND WEAPONS	$15.50
CIT980499	HARPOON TRUKK	$38.00
CIT980550	SPEARGUN TRUKK	$38.00
CIT980611	GORKAMORKA ORKS (6 plastic figures)	$17.00
CIT980628	GORKAMORKA GUBBINZ BAG	$14.50
CIT980963	ORK BIKER	$22.00
CIT981045	WRECKER TRUKK	$38.00
CIT981144	ROKKIT BUGGY	$38.00
CIT981151	ORK NOBZ	$11.50
CIT981168	SPANNER BOYZ	$11.50
CIT981175	ORK BOYZ WITH SHOOTAS	$14.00
CIT981182	ORK YOOFS	$15.50
CIT981199	ORK WEAPONS	$13.50
CIT983117	MUTIE RAIDER SNAGA (1)	$11.00
CIT983124	MUTIE RAIDER SEEKER (1)	$11.00
CIT983131	MUTIE RAIDER KEEPER (1)	$11.00
CIT983148	MUTIE RAIDER UNK (1)	$11.00

Mutant Chronicles

HEA **WARZONE MINIATURES RULES**

144 glossy, full color pages, with heaps of color photos of miniatures, and lots and lots of stunning full color paintings and art, much of it by ex-Games Workshop staff. The rules themselves are fast moving and not too complex. All figures are rated with close combat skills, ranged weapons, armor value, leadership, actions, wounds, strength, movement, and point value. Most troops have 3 actions, with more capable troops such as captains have 4 actions. A nephanite has 6 actions. Players dice for initiative, which is a D20 + leadership score, then take turns moving one squad or character each. When a model is activated, it must spend its actions. With three actions it can do a selection of move, fire, aim, concentrate, hide, spot, give orders, wait, etc. Actions can be taken in any order and any number of times up to the actions number. A standard trooper with 3 actions can move three times, or shoot three times, or move, fire then hide. If you aim and then fire, you get big to-hit bonuses. The rules include 37 pages of pure background, and army lists & weapons lists for Capitol, Bauhaus, Mishima, Imperial, Cybertronic, The Cartel, The Brotherhood, Algeroth, Ilian, Muawijhe, Semai, and Demnogonis. One card sheet of counters & templates. **$27.50**

DAWN OF WAR Warzone Compendium I Includes Heroes and Villains from the Mutant Chronicles universe. Now your force can include everyone from agent Nick Michaels to Crenshaw the Mortificator to Alakhai the Cunning. Revised close combat rules enhance games, there are expanded abilities for specialised forces, and many new weapons, optional rules, new equipment, new creatures, new attack templates, etc. **$23.95**

BEASTS OF WAR Warzone Compendium II Includes vehicle rules for *Warzone*. Capitol Purple Sharks strafe the Dark Legion scum in the venusian jungles; Necromower squads cut swathes through Legionaries in the martian deserts, etc. The vehicles include the Mishimese Dragonbike, Brotherhood Death Angel, etc. Also new troops such as the Secret Kohorts, rules updates, vehicle ref cards and templates, new weapons. **$27.00**

CASUALTIES OF WAR Warzone Compendium III 100 full color pages covering new Wolfbane troops such as Berserkers, Headhunters, Mourning Wolves; the 32nd Trench Battalion and their Hurricane Walkers; new weapons and equipment, the Cybertronic Scorpion that leaps enemy models, Dog Soldiers with their Battlehounds that spot Dark Huntsmen; Tiger Dragons; Pilgrims and Pilgrim Executioners, new rules, abilities, new characters, and heaps of hideous new Dark Legion monstrosities such as Golgotha, a vile cross between a spider & a woman; the Pretorian Behemoth that can toss enemy models up to 20 inches, and the Metropolitan Prophet, which is the perfect infiltrator. **$27.00**

DARK EDEN This 102 page book is the first in the Worlds at War series. Brings the intriguing setting of Earth to the Warzone tabletop. Covers the four major Dark Eden tribes, local Corporate and Brotherhood emissaries, extensive section on the Dark Legion, also beasts, special models, rituals, prophecies, foreclists, armories, etc. **$33.00**

BROTHERHOOD CATHEDRAL A full color card model of a Brotherhood Cathedral, two new miniatures, the Brotherhood Visionary and the Dark Legion Angel of Mercy; and a 32 page book with 10 scenarios presented as a large campaign set over the Cathedral. **$42.50**

BAUHAUS BUNKER Two impressive full color card models. A new miniature, the Bauhaus HMG-85/T with gunner, 32 page book with rules for fighting in and around buildings. **$42.50**

IMPERIAL BRIDGEHEAD An impressive full color card model of a huge steel-girder bridge. Also two new miniatures, Capitol Covert Ops and Imperial Ordnance Officer, 32 page book with rules for fighting in and around buildings and underground, & scenario. **$47.00**

Mutant Chronicles Warzone Miniatures

All figures are around 35mm tall, with Citadel bases

HEA9501	CAPITOL TROOPERS (4)	$17.00
HEA9502	BLOOD BERETS (4)	$17.00
HEA9503	BAUHAUS HUSSARS (4)	$17.00
HEA9504	MISHIMA SAMURAI (4)	$17.00
HEA9505	UNDEAD LEGIONARIES (4)	$17.00
HEA9506	BLESSED LEGIONARIES (4)	$17.00
HEA9507	WOLFBANE COMMANDOS (4)	$17.00
HEA9508	CYBERTRONIC CHASSEURS (4)	$17.00
HEA9509	CAPITOL SPECIAL FORCES (4)	$17.00
HEA9510	CARTEL SPECIAL AGENTS (4)	$17.00
HEA9511	UNDEAD LEGIONARIES #2 (4)	$17.00
HEA9512	BROTHERHOOD TROOPERS (4)	$17.00
HEA9513	NECROMUTANTS (4)	$17.00
HEA9514	ILLIAN TEMPLARS (4)	$17.00
HEA9515	SCREAMING LEGIONARIES (4)	$17.00
HEA9516	BROTHERHOOD ELITE TRPS(4)	$17.00
HEA9517	HERETIC LEGIONARIES (4)	$17.00
HEA9518	HELLFIRE CART WITH CREW	$17.00
HEA9519	HATAMOTO (4)	$17.00
HEA9520	ETOILES MORTANT (4)	$17.00
HEA9521	MARTIAN BANSHEES (4)	$17.00
HEA9522	COMBAT WARHEADS	$17.00
HEA9523	SUICIDE WARHEADS	$17.00
HEA9524	MACHINATORS	$17.00
HEA9525	FURY ELITE GUARD	$17.00
HEA9526	VENUSIAN RANGERS	$17.00
HEA9527	KARNOPHAGES	$17.00
HEA9528	DESTROYERS	$17.00
HEA9529	BAUHAUS DRAGOONS	$17.00
HEA9530	BAUHAUS BLITZER	$17.00
HEA9531	TRENCHER REGULARS	$17.00
HEA9532	MORNING WOLVES	$17.00
HEA9533	SUNSET STRIKER	$17.00
HEA9534	CHASSEURS	$17.00
HEA9535	ASHIGARU	$17.00
HEA9536	CYBERTRONIC SHOCK TROOPS	$17.00
HEA9537	ACOLYTES	$17.00
HEA9538	INITIATES	$17.00
HEA9539	SACRISTANS	$17.00
HEA9540	BROTHERHOOD PILGRAMS	$17.00
HEA9541	CAPITOL DESERT SCORPIONS	$17.00
HEA9542	MISHIMA CRIMSON DEVILS	$17.00
HEA9543	LUTHERAN DISCIPLES	$17.00
HEA9544	SONS OF RASPUTAN SOLDAT	$17.00
HEA9545	CRESCENTIAN BROTHERHOOD	$17.00
HEA9546	TEMPLAR HORDE TROOPERS	$17.00
HEA9547	LUTHERAN FUSILIER TROOPERS	$17.00
HEA9548	SONS OF RASPUTAN SHOCK SOLDIERS	$17.00
HEA9549	CRESCENTIAN LAMENTED	$17.00
HEA9550	CRESCENTIAN KHAN'S GUARD	$17.00
HEA9551	TEMPLAR GENDARMES	$17.00
HEA9552	NORTHERN SONS	$17.00
HEA9553	JIHAD INFANTRY	$17.00
HEA9564	IMPERIAL GOLDEN LIONS	$17.00
HEA9601	CARDINAL DOMINIC (1)	$7.50
HEA9602	NEPHARITE OF ALGEROTH (1)	$9.50
HEA9603	VALPURGUIS NEPHARITE OF ALAHAI	$7.50
HEA9604	RAZIDE (1)	$9.50
HEA9605	PRETORIAN STALKER # 1 (1)	$7.50
HEA9606	PRETORIAN STALKER # 2 (1)	$7.50
HEA9607	MORTIFICATOR (1)	$5.50
HEA9608	MORTIFICATOR LEAPING (1)	$5.50
HEA9609	EZOGHOUL (1)	$28.50
HEA9610	NEPHARITE OF DEMOGONIS # 1	$13.00
HEA9611	NEPHARITE ALKHAI	$13.00
HEA9612	CURATOR	$5.50
HEA9613	NECROMOWER	$18.00
HEA9614	ATILLA 3 CUIRASSIER	$9.50
HEA9615	DEMNOGONIS NEPHARITE	$13.00
HEA9616	ILLIAN NEPHARITE nett	$13.00
HEA9617	MUAWIJHE NEPHARITE	$13.00
HEA9618	ZENITHIAN SOULSLAYERS	$13.00
HEA9619	RAMS AIR CAVALRY	$7.50
HEA9620	BROTHERHOOD MYSTIC	$5.50
HEA9621	BROTHERHOOD KEEPER OF THE ART	$5.50
HEA9622	IMMACULATE FURY	$13.00
HEA9623	SEMAI NEPHARITE	$13.00
HEA9624	CALLISTONIAN INTRUDER	$5.50
HEA9625	ALGEROTH BIO GIANT	$38.50
HEA9626	ERADICATOR DEATHDROID	$38.50
HEA9627	UNHOLY CARRONADE WITH CREW	$38.50
HEA9628	LIGHT RECON VEHICLE	$18.00
HEA9629	DEATH ANGEL	$24.50
HEA9630	KA-67 GREA GREY	$15.00
HEA9631	PURPLE SHARK	$18.00
HEA9632	MERCURIAN MACULATOR	$38.50
HEA9633	ATTILLA VARIANT	$9.50
HEA9634	ZENITHIAN SLAUGHTERMASTER	$24.50
HEA9635	SPAWN OF DEMOGONIS (1)	$7.50
HEA9637	SHADOW WALKER (1)	$5.50
HEA9638	VINCE DIAMOND (1)	$5.50
HEA9639	CYRIL DENT	$5.50
HEA9640	G.T. OFFROAD B-52	$20.00
HEA9641	DRAGONBIKE	$38.00
HEA9642	PEGASUS SCOUT BIKE	$18.00
HEA9643	DARK HUNTSMAN	$5.50
HEA9644	YOJIMBO	$5.50
HEA9645	CRENSHAW THE MORTIFICATOR	$5.50
HEA9646	BIG BOG WATTS	$5.50
HEA9647	MAX STEINER	$5.50
HEA9648	BRASS APOCALYPT	$5.50
HEA9649	GOLEM OF DARKNESS	$11.50
HEA9650	MITCH HUNTER	$5.50
HEA9651	TATSU	$5.50
HEA9652	EDWARD S MURDOCH	$5.50
HEA9653	EAONIAN JUSTIFIER	$5.50
HEA9654	TEKRON	$11.50
HEA9655	REAPER OF SOULS # 1	$5.50
HEA9656	REAPER OF SOULS # 2	$5.50
HEA9657	CHEMIMAN	$6.50
HEA9658	WAR MEDIC	$5.50
HEA9659	DR DIANA	$5.50
HEA9660	VALERIE DUVAL	$5.50
HEA9661	SEAN GALLAGHER	$5.50
HEA9662	AGENT NICK MICHAELS	$5.50
HEA9663	BILLY (HERETIC)	$5.50
HEA9664	FENRIS BIKE	$24.50
HEA9665	HERETIC (FEMALE)	$5.50
HEA9666	INQUISITOR NICODEMUS	$5.50
HEA9667	MORTIFICATOR (FEMALE)	$5.50
HEA9668	MACHINATOR WITH HEAVY WEAPON	$5.50
HEA9669	WEAPONS PACK # 1	$5.50
HEA9670	WEAPONS PACK # 2	$5.50
HEA9671	GOLGOTHA	$18.00
HEA9672	DEMON HUNTER	$5.50
HEA9673	SCORPION	$13.00
HEA9674	TEMPLAR	$7.50
HEA9675	RAZIDE # 2	$11.50
HEA9676	IMMACULATE FURY # 2	$11.50
HEA9677	RAGATHOL	$13.00
HEA9678	STAHLER	$17.00
HEA9679	BLESSED VESTIAL LAURA	$5.50
HEA9680	TECHNOMANCER	$5.50
HEA9681	SUPREME NECROMAGUS	$5.50
HEA9682	JAKE KRAMER	$5.50
HEA9683	MOUNTED BAUHAUS VENUSIAN MARSHALL	$17.00
HEA9684	NEPHARITE WARLORD	$13.00
HEA9685	LUTHERAN PATRIARCH	$5.50
HEA9686	TEMPLAR HORDE STANDARD BEARER	$5.50
HEA9687	SONS OF RASPUTIN STANDARD BEARER	$5.50
HEA9688	TEMPLAR GENDARME BESTIAL	$11.50
HEA9689	INFERNAL CORRODER	$11.50
HEA9690	CARNAL HARVESTER	$13.00
HEA9691	DARK EDEN RAZIDE # 1	$13.00
HEA9692	DARK EDEN RAZIDE # 2	$13.00
HEA9696	GOMORRIAN EMASCULATOR	$13.00
HEA9697	JAEGER COMMANDO	$11.50
HEA9698	NECROMUTANT	$7.50
HEA9699	SOLDAT SCHWERWAFFE	$15.00
HEA9700	MEKA HUMA	$28.50
HEA9701	DEMNOGONIS CAIRATH	$19.00
HEA9702	MUAWIJHE DOOMSDAY PROCLAIMER	$13.00
HEA9801	CAPITOL CAPTAIN (1)	$5.50
HEA9802	CAPITOL SERGEANT (1)	$5.50
HEA9803	CAPITOL TROOPER W/HVY WPN	$5.50
HEA9804	BLOOD BERETS CAPTAIN (1)	$5.50
HEA9805	BLOOD BERETS SERGEANT (1)	$5.50
HEA9806	BLOOD BERETS W/HVY WPN (1)	$5.50
HEA9807	BAUHAUS KAPITAN (1)	$5.50
HEA9808	BAUHAUS HUSSAR SERGEANT	$5.50
HEA9809	BAUHAUS HUSSAR W/HVY WPN	$5.50
HEA9810	MISHIMI SAMURAI LEADER	$5.50
HEA9811	MISHIMI SAMURAI HERO	$5.50
HEA9812	MISHIMI SAMURAI W/HVY WPN	$5.50
HEA9813	WOLFBANE COMMANDO CHIEFTAIN	$5.50
HEA9814	WOLFBANE COMMANDO HERO	$5.50
HEA9815	WOLFBANE COMMANDO HVY WEAPON	$5.50
HEA9816	SEA LION SERGEANT	$5.50
HEA9817	SEA LION HERO	$5.50
HEA9818	SEA LION HEAVY WEAPON	$5.50
HEA9819	FREE MARINE SERGEANT	$5.50
HEA9820	FREE MARINE HERO nett	$5.50
HEA9821	FREE MARINE HEAVY WEAPON	$5.50
HEA9822	CYBERTRONIC CHASSEUR SGT	$5.50
HEA9823	CYBERTRONIC CHASSEUR HERO	$5.50
HEA9824	CYBERTRONIC CHASSEUR HVY WPN	$5.50
HEA9825	BAUHAUS HUSSAR HERO	$5.50
HEA9826	CAPITOL CAPTAIN	$5.50
HEA9827	WOLFBANE COMMANDO WITH SHOTGUN	$5.50
HEA9828	CAPITOL HERO	$5.50
HEA9829	BAUHAUS HUSSAR SGT # 2	$5.50
HEA9830	CAPITOL SERGEANT	$5.50
HEA9831	BLOOD BERET SERGEANT # 2	$5.50
HEA9832	NECROMUTANT	$5.50
HEA9833	NECROMUTANT #2	$5.50
HEA9834	CENTURIAN	$5.50
HEA9835	BROTHERHOOD TROOPER SERG	$5.50
HEA9836	INQUISITOR	$5.50
HEA9837	BROTHERHOOD TROOPER SERGEANT	$5.50
HEA9838	ILLIAN HIGH TEMPLAR	$5.50
HEA9839	BROTHERHOOD ELITE TROOPER SGT	$5.50
HEA9840	BROTHERHOOD ELITE TROOPER HVY	$5.50
HEA9841	HERETIC	$5.50
HEA9842	BROTHERHOOD SACRED WARRIOR # 1	$5.50
HEA9843	BROTHERHOOD SACRED WARRIOR # 2	$5.50
HEA9844	BROTHERHOOD SACRED WARRIOR # 3	$5.50
HEA9845	BROTHERHOOD SACRED WARRIOR SGT	$5.50
HEA9846	BROTHERHOOD ASSASSIN (1)	$5.50
HEA9847	BROTHERHOOD VALKYRIE #1	$5.50
HEA9848	BROTHERHOOD VALKYRIE #2	$5.50
HEA9849	BROTHERHOOD VESTEL	$5.50
HEA9850	BROTHERHOOD INQUISITOR	$5.50
HEA9851	NECROMUTANT W/TORMENTOR	$5.50
HEA9852	NECROMUTANT W/TORMENTOR #2	$5.50
HEA9853	CENTURION W/SKALAK VORI	$5.50
HEA9854	HATAMOTO LEADER	$5.50
HEA9855	HATAMOTO HERO	$5.50
HEA9856	ETOILES MORTANT SGT	$5.50
HEA9857	ETOILES MORTANT HERO	$5.50
HEA9858	MARTIAN BANSHEE SGT	$5.50
HEA9859	MARTIAN BANSHEE HERO	$5.50
HEA9860	FURY ELITE SERGEANT	$5.50
HEA9861	VENUSIAN RANGER SERGEANT	$5.50
HEA9862	VENUSIAN RANGER KAPITAN	$5.50
HEA9863	VENUSIAN RANGER HEAVY WEAPON	$5.50
HEA9864	DESTROYER SERGEANT	$5.50
HEA9865	DESTROYER DRAGOON SERGEANT	$5.50
HEA9866	DESTROYER DRAGOON KAPITAN	$5.50
HEA9867	BAUHAUS DRAGOON HEAVY WEAPON	$5.50
HEA9868	BAUHAUS BLITZER SERGEANT	$5.50
HEA9869	BAUHAUS BLITZER KAPITAN	$5.50
HEA9870	BAUHAUS BLITZER HEAVY WEAPON	$5.50
HEA9871	TRENCHER SERGEANT	$5.50
HEA9872	TRENCHER SNIPER	$5.50
HEA9873	TRENCHER WITH CHARGER	$5.50
HEA9874	TRENCHER HERO	$5.50
HEA9875	MORNING WOLF CHIEFTAIN	$5.50
HEA9876	MORNING WOLF HERO	$5.50
HEA9877	SUNSET STRIKER SERGEANT	$5.50
HEA9878	SUNSET STRIKER HERO	$5.50
HEA9879	CYBERTRONIC SHOCK TROOP SERGEANT	$5.50
HEA9880	CYBERTRONIC SHOCK TROOP CAPTAIN	$5.50
HEA9881	CYBERTRONIC SHOCK TROOP HEAVY WPN	$5.50
HEA9882	ASHIGARU	$5.50
HEA9883	ACOLYTE WITH HEAVY WEAPON	$5.50
HEA9884	INITIATE WITH HEAVY WEAPON	$5.50
HEA9885	SACRISTAN WITH HEAVY WEAPON	$5.50
HEA9886	IMPERIAL PATHFINDER # 1	$5.50
HEA9887	IMPERIAL PATHFINDER # 2	$5.50
HEA9888	IMPERIAL HEADHUNTER # 1	$5.50
HEA9889	IMPERIAL HEADHUNTER # 2	$5.50
HEA9890	IMPERIAL WARHOUND	$5.50
HEA9891	LUTHERAN DISCIPLE SERGEANT	$5.50
HEA9892	LUTHERAN GREYMOURN W/HVY WEAPON	$5.50
HEA9893	SONS OF RASPUTAN SOLDAT SERGEANT	$5.50
HEA9894	SONS OF RASPUTAN SOLDAT KOMANDANT	$5.50
HEA9895	SOLDAT FLAMMENT TROOPER	$5.50
HEA9896	BROTHERHOOD WITH HEAVY WEAPON	$5.50
HEA9897	BROTHERHOOD SERGEANT	$5.50
HEA9898	TEMPLAR CENTURION	$5.50
HEA9899	BROTHERHOOD WATCHMAN	$5.50
HEA9900	CRESCENTIAN PROPHET	$5.50
HEA9901	GREYMOURN LOADER	$5.50
HEA9902	LUTHERAN FUSILIER SERGEANT	$5.50
HEA9903	LUTHERAN CORSAIR	$5.50
HEA9904	SONS OF RASPUTIN SOLDAT W/HVY WPN	$5.50
HEA9905	SONS OF RASPUTIN SHOCK SERGEANT	$5.50
HEA9906	CRESCENTIAN MATYR	$5.50
HEA9907	CRESCENTIAN KHAN'S GUARD SERGEANT	$5.50
HEA9908	GUARD W/HEAVY WEAPON	$5.50
HEA9909	GENDARME WITH HEAVY WEAPON	$5.50
HEA9910	GENDARME HUNTER	$5.50
HEA9912	SCION OF ILIAN # 1	$5.50
HEA9913	SCION OF ILIAN # 2	$5.50
HEA9931	TIMOTHY McGUIRE: IMPERIAL	$5.50
HEA9932	CALLISTONIAN SUNDANCER SEMAI	$5.50
HEA9933	SGT CARTER (CAPITOL)	$5.50
HEA9934	GOLDEN LION WITH HVY WPN	$5.50
HEA9935	GOLDEN LION SGT	$5.50
HEA9936	TOSHIRO (MISHIMA)	$5.50
HEA9937	GREY GHOST (IMPERIAL)	$5.50

BOXED MINIATURES

HEA10501	IMPERIAL HURRICANE WALKER	$47.50
HEA10502	IMPERIAL TRENCHER SQUAD	$32.00
HEA10503	CAPITOL FREE MARINES SQUAD	$32.00
HEA10505	VENUSIAN RANGER SQUAD - BAUHAUS	$32.00
HEA10507	MISHIMA ASHIGARU SQUAD BOXED SET	$32.00
HEA10508	DARK LEGION: ACOLYTES BOXED SET	$32.00
HEA10509	CYBERTRONIC SHOCK SQUAD	$32.00
HEA10510	PRETORIAN BEHEMOTH	$32.00

WARZONE RESIN SETS

HEA4101	DARK LEGION CITADEL ARCHWAY	$21.00
HEA4102	DARK LEGION CITADEL WALLS	$21.00
HEA4103	DARK LEGION CITADEL EXTERIOR CORNER	$21.00
HEA4105	NEPHARITE'S THRONES	$21.00
HEA4107	CRATES – ENHANCER # 1	$21.00
HEA4108	FUEL DUMP – ENHANCER # 2	$21.00
HEA4109	AMMO DUMP – ENHANCER # 3	$21.00
HEA4110	DARK LEGION CITADEL RUINS	$21.00
HEA4111	DARK LEGION CITADEL INTERNAL WALLS	$21.00
HEA4112	DARK LEGION CITADEL MYSTIC PORTAL	$21.00
HEA4113	DARK LEGION INTERNAL DOORS & ARCH	$21.00

Necromunda

GAM **NECROMUNDA**

A whole new game system for the Warhammer 40,000 universe, this being a set of skirmish rules. It is set on the planet Necromunda, an inhospitable world of toxic pollutant wastes and burning clouds of acid. Its people live in huge sealed cities called hives - layer upon layer of ancient buildings, from the decayed and crumbling Underhive, through the manufacturing areas of the Hive City up to the Glittering spires inhabited by the wealthy nobility. In the nightmare Underceity players control gangs of fighters prepared to battle it out amongst a 3-D landscape of ruined buildings, gantries, and walkways. You'll soon learn how to arm and equip your gang efficiently, and how to exploit the ruins and other terrain to your best advantage. You can also expand your gangs beyond the models provided in the game. This big boxed set includes 24 miniatures (12 Orlocks and 12 Goliaths), 80 page rulebook, 88 page sourcebook, 8 paint modelling and painting guide, 2 plastic rangerulers, 30 plastic bulkheads, heaps of cardboard buildings and walkways, counters and templates, dice, 8 page easy-start booklet. **$99.00**

OUTLANDERS Adds outlaws to the game of Necromunda. Features Wyrds, weird witches with terrifying psychic powers, lethal Spyrers, new weapons, outlaw scenarios, the Arbitrator campaign, new card buildings which included a shielded walkway, 12 plastic bulkheads, 5 card barricades, an elevator and a watch tower. **$54.00**

NECROMUNDA Battles in the Underhive

A compilation of some of the most sought after Necromunda articles from the pages of White Dwarf and the Citadel Journal. Also contains new event cards and rules for using them, an article about playing the feared Adeptus Arbites, and Triple Cross: a brand new scenario by Andy Chambers. **$31.50**

NECROMUNDA MINIATURES

NECROMUNDA BOXED SETS

CIT0043	HOUSE CAWDOR	$36.00
CIT999651	HOUSE ORLOCKS	$36.00
CIT0049	HOUSE GOLIATH GANG	$29.00
CIT999637	HOUSE ESCHER GANG	$36.00
CIT0051	HOUSE VAN SAAR GANG	$36.00
CIT999613	HOUSE DELAQUE GANG	$36.00
CIT999606	REDEMPTIONIST GANG (8)	$36.00
CIT0054	RATSKIN RENEGADES (8)	$36.00
CIT999583	SCAVVY GANG (8)	$36.00
CIT978458	ORLOCKS (6 plastic figures with separate arms)	$16.00
CIT978410	GOLIATHS (6 plastic figures with separate arms)	$16.00

NECROMUNDA BLISTERS

CIT997176	HOUSE ORLOCK JUVES	$13.50
CIT997169	HOUSE ORLOCK HEAVY WEAPON	$11.00
CIT997152	HOUSE ORLOCK GANGERS	$13.50
CIT997145	HOUSE ORLOCK LEADER	$11.00
CIT729067	HOUSE CAWDOR JUVES	$14.50
CIT729074	HOUSE CAWDOR HEAVY WEAPON	$9.00
CIT997114	HOUSE CAWDOR GANGERS	$13.50
CIT729098	HOUSE CAWDOR LEADER	$9.00
CIT997091	HOUSE GOLIATH JUVES	$13.50
CIT997084	HOUSE GOLIATH HEAVIES	$10.00
CIT729142	HOUSE GOLIATH GANGERS	$14.50
CIT729159	HOUSE GOLIATH LEADER	$9.00
CIT729180	HOUSE ESCHER JUVES	$14.50
CIT997046	HOUSE ESHER HEAVY WEAPON	$11.00
CIT997039	HOUSE ESCHER GANGERS	$12.50
CIT729210	HOUSE ESCHER LEADER	$9.00
CIT729241	HOUSE VAN SAAR JUVES	$14.50
CIT997008	HOUSE VAN SAAR HEAVY WEAPON	$11.00
CIT996995	HOUSE VAN SAAR GANGERS	$13.50
CIT729272	HOUSE VAN SAAR LEADER	$9.00
CIT729302	HOUSE DELAQUE JUVES	$14.50
CIT996964	HOUSE DELAQUE HEAVY WEAPON	$11.00
CIT996957	HOUSE DELAQUE GANGERS	$13.50
CIT729333	HOUSE DELAQUE LEADER	$9.00
CIT996933	RATSKIN SCOUTS	$11.00
CIT996926	UNDERHIVE SCUM	$13.50
CIT996919	BOUNTY HUNTER WITH BOLTGUN	$13.50
CIT996896	BOUNTY HUNTER WITH SHOTGUN	$13.50
CIT599028	SPYRER ORRUS	$13.50
CIT996872	SPYRER MALCADON	$13.50
CIT996864	SPYRE: YELD	$13.50
CIT996858	SPYRE: JAKARA	$11.00
CIT729456	MAD DONNA	$14.50
CIT729469	WYRD BEASTMASTER	$14.50
CIT729593	WYRD PYROMANIAC	$14.50
CIT729609	KARLOTH VALOIS	$14.50
CIT729619	PLAGUE ZOMBIES	$14.50
CIT729661	WYRD TELEPATH	$11.50
CIT729678	WYRD TELEKINETIC	$11.50
CIT729479	REDEMPTIONIST ARCH ZEALOT	$14.50
CIT996810	NECROMUNDA WEAPONS	$12.50
CIT729529	REDEMPTOR PRIEST	$9.00
CIT729539	REDEMPTIONIST ZEALOT	$9.00
CIT996797	REDEMPTIONIST BRETHREN (3)	$13.50
CIT996803	REDEMPTIONIST DEACON (1)	$11.00
CIT729549	BRAKAR THE AVENGER (1)	$14.50
CIT996759	RATSKIN BRAVES (3)	$13.50
CIT996742	RATSKIN CHIEF (1)	$11.00
CIT996735	RATSKIN SHAMAN (1)	$11.00
CIT996728	PIT SLAVES	$13.50
CIT729623	SCAVVY BOSS	$9.00
CIT729630	SCALY	$14.50
CIT729647	SCAVVIES (4)	$14.50
CIT729654	SCAVVY MUTANTS (3)	$14.50

Silent Death

IRO **Silent Death: The Next Millennium Deluxe Edition.** A stunning new boxed set packed with plastic miniatures, missiles, and all manners of goodies. Silent Death the Next Generation is an exciting, quick-playing and easy-to-learn game of star fighter combat set against the backdrop of a disintergrating high-tech empire in the far future. This boxed set includes 168page Deluxe Rulebook, 32 page starcraft display book, 16 page introductory scenario book, 48 plastic ships (4 each of 12 designs), nine dice, dozens of numbered plastic missles, torpedoes and asteroids, and two 24" x 36" hex maps. This revised and updated set includes all the rules from the original edition and it's supplements, allowing for a wide diversity of weapon types, crew quality, and tactical situations. Exciting brand new features include ship building rules that allow you to design ships from scratch, tournament rules, & 24 updated ship designs. $80.00

Silent Death The Next Millenium Rulebook The rulebook of the above boxed set, available separately. $24.00

Silent Death Rookie Rules This is a complete game, an introduction to Silent Death. Includes a subset of the rules and components, while still allowing for a wide diversity of weapon types, crew quality, and tactical situations. Includes starcraft display book, 6 rookie scenarios, 9 dice, plastic missiles, torpedoes, asteroids, two 24"x36" maps, 24 plastic ships, 2 each of 12 designs. $35.00

Renegades: The Espan Rebellion A supplement chronicling the Espan Civil War from the first days after its failed coup to the climatic battle high above the Espan capital of Esperanza. Includes 19 scenarios, a campaign system, 6 new starcraft $16.00

Silent Death Annex: Operation Dry Dock Since the fall of the Empire, many standard Imperial ship designs have undergone refits. This book has 23 previously unseen ship variants. $22.50

Silenth Death Forces: Universal Night Watch Through sharing resources, technologies, and intelligence, the Twelve created a brotherhood for the defense of Mankind. The Universal Night Watch was founded protect against the Night Brood, horrors from beyond Terran space. New weapons, technology, 12 scenarios. $22.50

Silent Death Hostile Takeover Pedro Martinez tried to free Espan from the stifling yoke of Kashmere, resulting in war. Has 4 new fighter wings, four new space fighters, 12 new scenarios. $19.00

Silent Death Races: Night Brood - First Contact Shows in great detail the initial confrontation with the Grubs, a bellicose alien race intent on the destruction of mankind. They swarm through deep space ravaging planet after planet. Rules for using Grub ships and weapons, scenarios, 188 color counters, etc. $24.00

Silent Death House: Sigurd Archdiocese The faithful of the Church of Odin believe that only they can stand against the Brood and their evil encroachment on human space. $22.50

Silent Death Kashmere Commonwealth Reveals the history of the greatest trading house in the galaxy. Special rules for construction of freighters and other cargo vessels, seven new Kashmere house ships & two new pirate vessels, scenarios, and campaign. $22.50

Silent Death Rules of Warfare A supplement for scheduling tournaments, running leagues, and organising SD events. Has multiple round event guidelines, updated optional rules checklist, display sheets for the Silent Death prize ships, cut-out color counters and maps. $19.00

Silent Death Fighter Tactics Manual Hones the skills of most veteran players and opens new possibilities to rookies. Basic fighter maneuvres and advanced tactical theories. Tactics presented reflect the basic Silent Death rules. 3 scenarios, new prices, optional rules, six new fighters. $22.00

SpaceJunk Nebulas, dust clouds, radiation zones, gravity wells can now appear on ship screens in the Silent Death universe. Rules for 30 different stellar objects, satellite and outpost design rules, starfighter combat within an atmosphere, etc. $22.50

Sunrunners Everything there is to know about the last survivors fo Barat-Tuul, who after their world was taken over and infested by the Grubs, formed their survivors into tough mercenaries. $21.50

Warhounds Escort vessels - corvettes, frigates and destroyers - are the true workhorses of all interstellar navies. This supplement adds the escort class of ships to the deadly universe of Silent Death. $24.00

ASP Technology Explores the most technologically advanced Terran house and its rise to power, its near obliteration by the Hatchlings, and leaps in technology to help it survive. $23.95

Yoka-Shan Warworlds The Warworlds have as many enemies as they do allies, so they invest heavily in research and development to try to keep an edge, so they have some cool stuff. Includes new technology, history, scenarios & new fighters, warhound. *Nov.* $25.50

Q'raj Void Protectorate Started as a band of colonies that had forged political and military alliances to resist piracy and the other Terran Empire houses. Now a very strong military force. With 15 scenarios, 4 new fighters, 1 new warhound, 3 refit fighters, 1 new gunboat. *Nov.* $25.50

IRO Explosive Decompression

A science fiction miniatures game of havoc and mass destruction. This is the first game besides *Silent Death* to use the Combat Express resolution system. The fast-paced, man-to-man boarding actions take place aboard Warhouse class starships from the Silent Death universe. Enemy units are not the most deadly perils; players must contend with reactor leaks, ruptured pipes, a confined environment, goop, mad robots, and explosive decompression. This boxed game includes plastic and metal figures including heavy assault troopers and commanders, robotic defense units, scenario and rule books, counters, color maps, dice, etc. *Due Nov.* $119.95

Silent Death Miniatures

IRO7410 WINGS OF DEATH (48 plastic miniatures same as in the game.)$50.00

Star Blazers

VOY **STAR BLAZERS**

Tactical space combat rules based on the classic animated science fiction series staring Space Battleship Yamato. The rules include many simple cut-out ship counters, but a fine range of starship miniatures are available below. Now you can refight the Gamilon and White Comet Wars of 2199-2201 AD. Send for the Yamato with its massive Wave Motion Gun and try to crush the evil Gamilon ships and eventually their empire, before the White Comet Empire decides to destroy Earth. The game rules are simple enough to allow battles between fleets, and there are ship record sheets for all ship types at the back of the rules. $34.00

Star Blazers Miniatures

VOY1001	EDFS Space Battleship Yamato (1)	$16.00
VOY1002	EDFS SBB Andromeda (1)	$16.00
VOY1003	EDFS Standard Battleship (1)	$14.50
VOY1004	EDFS Battlecruiser (1)	$9.50
VOY1005	EDFS Frigate (6)	$8.00
VOY2001	GAM Tri-Deck Carrier (1)	$16.00
VOY2002	GAM Battle Carrier (1)	$16.00
VOY2003	GAM S-Type Battleship (1)	$16.00
VOY2004	GAN Desslok Command Ship 1 (1)	$12.95
VOY2005	GAM Destroyer (6)	$8.00
VOY2006	GAM Smite Ship (2)	$6.50
VOY3001	COM Magna Flame Ship Medaruus (1)	$18.95
VOY3002	COM Battleship (1)	$16.00
VOY3003	COM Twin Deck Carrier (1)	$16.00
VOY3004	COM Destroyer (3)	$9.50

Space Rangers

ICE **SPACE RANGERS** **$50.00**

This is not a game, but a boxed set with 50 finely detailed exaggerated scale 25mm Space Marines, which were released by Grenadier UK a couple of years ago, but now brought out again by ICE. These figures make perfect Chaos Space Marines, or even alternate-armor normal Space Marines. There are ten squad leaders, 40 troopers, and there is one sprue with 3 super heavy weapons for each squad of five. Figures stand 31mm tall and all have jump packs and Citadel style slotta bases.

Trinity: BattleGround

WHT **TRINITY: BATTLEGROUND**

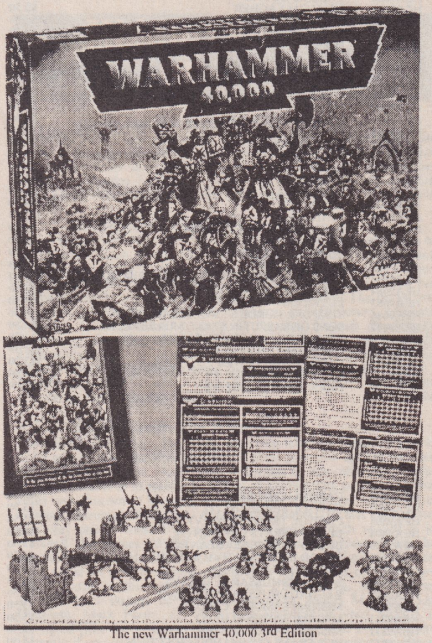
A new boxed miniatures wargame from White Wolf, based on the Trinity RPG. It covers the war between the Aberrants and the psions of the Seventh Legion on the deep-space colony of Khantze Lu Ge – the war to save humanity has begun! Fire rains down from the heavens as 22nd Century ships filled with Legionaries drop to the surface of Khantze Le Ge. These troopers have come to make a last-ditch stand on the outer frontiers of colonised space. Aberrants, hideously deformed super-humans from Earth's past, have begun to enslave the planet's population, but now the Seventh Legion has come to save them. With 20 superbly detailed exaggerated 25mm resin miniatures, 2 foam hills, heaps of light-card buildings, felt dice bag with dice, measuring sticks, tons of counters, pads of character sheets, cards with game info, introductory and full scale rules, etc. $130.00

Trinity Battleground Miniatures

Exaggerated 25mm metal figures with datacards.

WHT9407	Legionaire Montrose and Aesculapian Jon Holt	$16.00
WHT9408	Orgotek's Dr Sagar & ISRA Sage (2)	$16.00
WHT9409	Norsca's Juanos Palmero & Ministry's Lu Chen (2)	$16.00
WHT9410	Aberrant Leader Lucifer (1)	$12.00
WHT9411	Trogs – Aberrant Support Troops (4)	$20.00
WHT9412	Aberrant Denshea and Slint (2)	$20.00

Warhammer 40,000



The new Warhammer 40,000 3rd Edition

GAM **WARHAMMER 40,000 3rd Edition**

The all new, completely revised 3rd Edition Warhammer 40,000 is out now! The easiest way to explain the revisions, is that Warhammer 40,000 is no longer a skirmish (squad) level game, with 2,000 point Space Marine armies having only around 20 figures and a couple of vehicles. The new rules play a lot quicker and smoother, allowing much bigger armies. This is done by streamlining the game system in many ways: movement rates have been generalised; overwatch has been scrapped, each race instead has its own unique wargear list instead of cards; powerful characters are toned down considerably; your psyker can perform one psychic power in your turn if he can roll under his leadership (so psykers don't dominate the game anymore either – about time); vehicles are easier to destroy; points costs should be about half what they were before; army lists are completely different now. Other rules have also been streamlined, such as shooting, taking wounds, penetrating armor, saving throws, hand-to-hand combat, and units breaking. There are modifiers to break tests such as -4 if outnumbered 4 to 1. Units break a lot faster than before. And no more sustained fire dice, heavy weapons may fire from 1 to 3 times, depending on the weapon. The game comes with a 288 page rulebook, which includes army lists for Space Marines, Dark Eldar, Tyranid Hive Fleets, Eldar Craftworlds, Chaos Space Marines, Imperial Guard, Orks, Sisters of Battle, and Heroes of the Imperium. These army lists are complete, but don't have any special characters. Over the next couple of years, Games Workshop will re-release up to 32 Codex Army List books, which will include the special characters. The game includes a new plastic landspeeder, 10 space marines with separate arms, weapons, heads; 20 Dark Eldar with with separate arms, weapons, heads; 2 buildings, several palm trees, thick transparent plastic weapon templates, 288 page rulesbook. $119.95

Warhammer 40,000 3rd Ed Limited Edition Rulebook: Games Workshop are also printing a one-off, limited edition 3rd Ed rulesbook, the same as in the game, but with a slipcase cover – 288 pages. $63.00.

Gothic Ruins The same as come in the game. $7.00

Jungle Trees The same as come in the game. $7.00

Weapon Templates The same as come in the game. $7.00

Codex Space Marines The background, rules and army list for Imperial Space Marines as a whole. You must have this codex to use Marines. $18.00

Codex Dark Eldar The new bad guys for the 40K universe, the cousins of Eldar, and descendants of Dark Elves. Contains all you need to know to use them, including rules, background, special wargear, etc. $18.00

GAM **WARHAMMER 40,000 2nd Edition**

The old edition – we still have a few left. The game includes: 40 Gretchins, 20 Space Ork Goths, 20 Space Marines (2 squads), including 14 bolters, 2 sergeants, 2 missile launchers, & 2 flamers. There is a rulebook, Wargear equipment book, Codex Imperialis background book, ruined buildings, burst templates, counters, cards for Wargear, missions, vehicles, dreadnoughts, etc. $90.00

Of the Warhammer 40,000 2nd Ed Codices etc we still have limited stocks of:

Codex Assassins The Imperial Assassins. $16.00

Codex Space Wolves Once lead by Leman Russ. $23.00

Codex Eldar Noble Eldar living in their craftworlds. $23.00

Codex Orks Those green skinned barbarians. $23.00

Codex Ultramarines Greatest Space Marine chapter. $20.00

Codex Tyranids Endless swarms of insects. $17.00

Codex Chaos Abominations from the Eye of Terror. $20.00

Codex Sisters of Battle Warriors of the Ecclesiarchy. $25.00

Storm of Vengeance Nine challenging battles. $30.00

Inquisitor Magazines 15, 16, 17 **$7.50 each**

HOW TO MAKE WARGAMES TERRAIN Nothing looks better than a gaming table crammed with exciting scenery. This book shows you how to design and make terrain for wargames. Using simple techniques and readily available materials, you can produce all sorts of models from simple woods and hills to amazing fantasy castles and cratered battlegrounds of the far future. Highly recommended. For Warhamme Fantasy & 40K. $30.00

Warhammer 40,000 Miniatures

40K Boxed Armies

SPACE MARINE BATTLEFORCE SET $110.00
Contains 1 ten man Space Marine Squad, a five man Terminator Squad, three Space Marine Bikes, a Land Speeder, & Gothic Ruins.

DARK ELDAR BATTLEFORCE SET *Due Nov '98.* $110.00
Contains twenty Dark Eldar Warriors, five Reaper Jetbikes, a Raider, Jungle Trees.

BLOOD ANGELS SPACE MARINE ARMY $280.00
2000 point army - 50 piece set including dreadnought, terminators, characters & lots of marines.

SPACE ORK ARMY $300.00
1000 point army - Ghazghkull, Makari, Runtherd, Shokk Attack Gun, Goff Boyz Mob, Snakebite Boarboyz Mob, Stormboyz Korps, Blood Axe Kommandos, Gretchin Mob, Splatta Kannon, Dreadnought, Snotling Herd.

ELDAR ARMY $310.00
2000 point army - Eldrad Ulthran, Asurmen, Warlock, Dark Reaper Squad, Dire Avenger Squad, Howling Banshee Squad, Swooping Hawk Squad, Striking Scorpion Squad, Fire Dragon Squad, Guardian Squad, Warp Spider Squad, Scout Squad, Dreadnought, War Walker, Lascannon, and transfers.

CIT0510 ULTRAMARINES ARMY $285.00

CIT0512 TYRANID ARMY DEAL $370.00

CIT0513 SPACE WOLVES ARMY $290.00
2000 point army - Ragnar Blackmane, Ulrik the Slayer, Njal Stormcaller, Wolfguard Champion, Bjorn the Fell-Handed Dreadnought, Blood Claws Pack (10), Grey Hunter Pack (10), Long Fangs Pack (5), Space Wolf Scouts (5), Space Wolves Force List, Space Wolf Transfers, Space Wolves Banners.

CIT987399 RAVENWING ATTACK FORCE boxed army $189.00

CIT975457 IMPERIAL FISTS SUPREMACY FORCE $189.00
Squad of 5 Terminators, Tactical Squad of 10 Space Marines, 5 Space Marines on Bikes, Librarian, Chaplain and Captain.

NECRON RAIDERS

CIT978717	NECRON RAIDERS BOXED SET (7)	$36.00
CIT985647	NECRON SUPPORT WEAPON	$13.50
CIT985654	NECRON HERO/LEADER (1)	$11.00
CIT985678	NECRON RAIDERS (2)	$13.50
CIT985661	NECRON SCARABS (4)	$13.50

SPACE MARINE VEHICLES

CIT991273	RAZORBACK (1)	$49.50
CIT999699	SPACE MARINE LAND SPEEDER (1)	$63.00
CIT999266	WHIRLWIND (1)	$50.00
CIT0450	DEMOLISHER (1)	$57.00
CIT0452	IMPERIAL GRIFFON PLASTIC KIT (1)	$47.50
CIT0453	HELLHOUND TANK (1)	$63.00
CIT0799	IMPERIAL CHIMERA PLASTIC KIT (1)	$49.00
CIT999934	SPACE MARINE DREADNOUGHT (1)	$63.50
CIT991259	PREDATOR NEW PLASTIC KIT (1)	$49.00
CIT991235	SPACE MARINE ANNIHILATOR (1)	$49.00
CIT0732	SPACE MARINE BIKE (1)	$16.00
CIT0743	RHINO PLASTIC KIT (1)	$36.00
CIT0753	BASILISK (1)	$48.00
CIT0785	LEMAN RUSS PLASTIC TANK (1)	$49.50
CIT991242	SPACE MARINE BIKE SQUADRON (3)	$54.00
CIT991228	SPACE MARINE ATTACK BIKE (1)	$36.00
CITLAND	NEW SPACE MARINE PLASTIC LANDSPEEDER	$36.00

SPACE MARINE BOXED SETS

CIT999934	SPACE MARINE DEVASTATORS (5)	$49.50
CIT0170	IMPERIAL FIREBASE (BUILDING)	$36.00
CIT0171	IMPERIAL BASTION (BUILDING)	$36.00
CIT979233	IMPERIAL BATTLE BUNKER (Building)	$38.00
CIT983407	INDUSTRIAL BATTLEZONE (Buildings – huge!)	$63.00
CIT993222	SPACE MARINE CHAPLAIN ON BIKE	$22.50
CIT986736	SPACE MARINE SCOUTS (5)	$30.00
CIT985814	SPACE MARINE STRIKE FORCE	$285.00

Includes a 2,000 point strike force with 1 Tactical Squad, 1 Devastator Squad, 1 Terminator Squad, 1 Scout Squad, 1 Dreadnought, 1 Warriors of the Imperium boxed set, 1 Space Marine Captain, 1 Space Marine Librarian, Chaplain, Techmarine, booklet, and transfers and banners.

CITMARIN SPACE MARINE TACTICAL SQUAD (10) $31.50

SPACE MARINE LEGION OF THE DAMNED

CIT976447	LEGION OF THE DAMNED SQUAD (10)	$49.50
CIT975440	LEGION OF THE DAMNED TROOPERS (2)	$13.50
CIT975433	LEGION OF THE DAMNED SERGEANT (1)	$11.00
CIT975426	LEGION OF THE DAMNED SPECIAL WEAPON (1)	$11.00
CIT975419	LEGION OF THE DAMNED HEAVY WEAPON (1)	$11.00

SPACE MARINES

CIT8003C	SPACE MARINE JUMP PACKS (3)	$10.00
CIT998821	SPACE MARINE DEVASTATOR	$11.00
CIT700097	CHARACTER BANNERS	$11.00
CIT700806	LEXICANIUM LIBRARIAN (1)	$10.00
CIT998661	CAPTAIN WITH TERMINATOR HONORS (1)	$11.00
CIT700815	SPACE MARINE VETERAN SERGEANT (1)	$9.00
CIT700820	SPACE MARINE APOTHECARY (1)	$9.00
CIT700837	CODICER LIBRARIAN (1)	$9.00
CIT124575	COMPANY STANDARD BEARER (1)	$11.00
CIT998944	EPISTOLARY LIBRARIAN (1)	$11.00
CIT701018	SPACE MARINE CHAPLAIN (1)	$9.00
CIT701025	SPACE MARINE SPECIAL WEAPONS (1)	$9.00
CIT998791	TACTICAL SPACE MARINES (3)	$12.50
CIT998784	ASSAULT SPACE MARINES	$12.50
CIT265592	ASSAULT MARINES WITH JUMP PACKS	$11.00
CIT998654	VETERAN CAPTAIN (1)	$11.00
CIT981304	SPACE MARINE SCOUT SERGEANT	$11.00
CIT981311	SPACE MARINE SCOUT WITH HEAVY BOLTER	$11.00
CIT981298	SPACE MARINE SCOUTS (3)	$13.50
CIT981328	SPACE MARINE SCOUT SNIPER (1)	$13.50

CIT998968 TECHMARINE (1) $11.00

SPACE MARINE TERMINATOR BOXED SET
CIT0441 SPACE MARINE TERMINATORS (5) $57.00
CIT992881 SPACE MARINE PLASTIC TERMINATORS (5) $40.00

TERMINATORS
CIT700691 INQUISITOR TERMINATOR (1) $15.00
CIT998760 TERMINATOR WITH ASSAULT CANNON (1) $13.50
CIT701520 TERMINATOR SERGEANT (1) $15.00
CIT701537 TERMINATOR WITH HEAVY FLAMER (1) $11.50
CIT998739 LIGHTNING CLAW TERMINATOR (1) $13.50
CIT998722 TERMINATOR CHAPLAIN (1) $13.50
CIT701569 TERMINATOR LIBRARIAN (1) $11.50
CIT701579 CYCLONE TERMINATOR (1) $14.00
CIT998692 THUNDERHAMMER TERMINATOR (1) $13.50
CIT700653 GREY KNIGHT TERMINATOR (1) $15.00

SPACE WOLVES BOXED SETS
CIT999972 SPACE WOLF DREADNOUGHT (1) $63.00
CIT999880 GREY HUNTERS (10) $55.00
CIT0803 WOLF GUARD (5) $57.00
CIT999866 LONG FANGS SQUAD (5) $49.00
CIT999859 BLOOD CLAWS SQUAD (10) $49.00

SPACE WOLVES
CIT700011 SPACE WOLF TRANSFERS $11.00
CIT999163 SPACE WOLF SCOUT SERGEANT (1) $11.00
CIT700066 SPACE WOLF BANNERS $11.00
CIT999132 RAGNAR BLACKMANE (1) $14.50
CIT999101 PRIEST ULRIK THE SLAYER (1) $16.00
CIT999095 WOLF GUARD IN POWER ARMOR (1) $11.00
CIT999088 NJAL STORMCALLER (1) $16.00
CIT700301 GREY HUNTERS (3) $14.50
CIT700356 IRON PRIEST (1) $14.50
CIT700400 BLOOD CLAWS (3) $14.50
CIT700455 LONG FANGS (1) $9.00
CIT999033 WOLF GUARD TERMINATOR (1) $13.50

DARK ANGEL BOXED SETS
CIT0429 DARK ANGELS DREADNOUGHT (1) $63.00
CIT0809 DARK ANGEL DEATHWING (5) $67.00
CIT0457 RAVENWING LAND SPEEDER (1) $57.00

DARK ANGELS
CIT700028 DARK ANGEL TRANSFERS $12.50
CIT998913 AZRAEL AND HELMET BEARER (2) $22.50
CIT700912 ASMODAI DARK ANGEL CHAPLAIN (1) $14.50
CIT700929 EZEKIEL DARK ANGEL LIBRARIAN (1) $14.50
CIT998883 BETHOR DARK ANGEL STANDARD BEARER (1) $16.00
CIT998654 DARK ANGEL CAPTAIN (1) $11.00
CIT700608 DEATHWING TERMINATOR (1) $11.50
CIT998890 DARK ANGELS CHIEF LIBRARIAN $13.50

BLOOD ANGEL BOXED SETS
CIT999989 BLOOD ANGEL DREADNOUGHT (1) $63.50

BLOOD ANGELS
CIT700035 BLOOD ANGEL TRANSFERS $11.00
CIT700073 BLOOD ANGEL BANNERS $11.00
CIT700943 APOTHECARY CORBULO (1) $14.50
CIT700950 MEPHISTON LORD OF DEATH (1) $14.50
CIT998852 COMMANDER DANTE (1) $16.00
CIT700979 CAPTAIN TYCHO (1) $14.50
CIT998630 BLOOD ANGELS CAPTAIN (1) $11.00
CIT702756 DEATH COMPANY BLOOD ANGELS (3) $14.50

ALL CHAPTERS MARINE BOXED SETS
CIT999910 ALL CHAPTERS ASSAULT SQUAD (5) $49.00
CIT0456 ALL CHAPTERS TACTICAL SQUAD (10) $49.00
CIT74498 SPACE MARINE COMMAND SQUAD (5) $49.50

ULTRA MARINE BLISTERS
CIT700103 ULTRAMARINE BANNERS $11.00
CIT700844 MARNEUS CALGAR (1) $16.00
CIT700882 TIGURIUS (1) $14.50
CIT700899 ULTRAMARINE COMPANY TRANSFERS $11.00
CIT700442 ULTRAMARINE TRANSFERS $11.00
CIT702626 ULTRAMARINE CAPTAIN $9.00

SISTERS OF BATTLE
CIT988488 IMMOLATOR TANK $49.00
CIT981434 WARRIORS OF REDEMPTION $135.00
Includes an 8 page booklet, Imperial Shrine, pack of transfers, and 19 figures, including 5 Seraphim, 9 Sisters of Battle, 1 Sister Superior, 1 Banner Bearer, 1 Sister with Special Weapon, 1 Sister with Heavy Weapon, 1 Canoness.
CIT993024 SISTERS OF BATTLE SQUAD (6) $36.00
CIT987887 SISTERS OF SERAPHIM SQUAD (5) $45.00
CIT987053 FRATERIS MILITIA (4) $13.50
CIT987060 IMPERIAL PREACHER (1) $11.00
CIT987077 URIAH JACOBUS (1) $16.00
CIT987084 SERAPHIM SISTER SUPERIOR (1) $11.00
CIT987091 SERAPHIM SISTER, FLAMERS (1) $11.00
CIT987107 SERAPHIM BATTLE SISTER (1) $11.00
CIT987114 BATTLE SISTER WITH MULTI-MELTA (1) $11.00
CIT987121 BATTLE SISTER ICON BEARER (1) $11.00
CIT987139 BATTLE SISTER WITH FLAMER (1) $11.00
CIT987145 BATTLE SISTER SUPERIOR (1) $11.00
CIT987152 BATTLE SISTERS (3) $13.00
CIT987214 SISTERS OF BATTLE T-SHIRT $34.00
CIT987894 IMPERIAL MISSIONARY (1) $11.00
CIT987900 KYRINOV - IMPERIAL CONFESSOR (1) $16.00
CIT987924 SISTERS DECALS & BANNERS $12.50
CIT987931 BATTLE SISTER CANONESS (1) $11.00
CIT987948 BATTLE SISTER WITH MELTAGUN (1) $11.00
CIT987955 BATTLE SISTER WITH HEAVY FLAMER (1) $11.00
CIT987962 BATTLE SISTER WITH HEAVY BOLTER (1) $11.00

CHAOS SPACE MARINE BOXED SETS
CIT999958 CHAOS JUGGERNAUT OF KHORNE (1) $36.00
CIT999774 CHAOS SPACE MARINE TERMINATORS (5) $63.50
CIT999767 CHAOS DREADNOUGHT (1) $63.00
CIT999750 CHAOS SPACE MARINE SQUAD (7) $45.00
CIT980802 CHAOS SPACE MARINE BIKE (1) $20.00
CIT999408 GREATER DEMON OF NURGLE (1) $63.00
CIT0666 CHAOS SPACE MARINES PLASTIC (5) $13.50
CIT0671 NURGLE PLAGUE MARINES (5) $16.00
CIT0672 CHAOS KHORNE BERSERKERS (5) $16.00
CIT986590 GREATER DAEMON OF TZEENTCH $63.00
CIT978779 GREATER DAEMON OF KHORNE $63.00

CHAOS SPACE MARINES
CIT998593 CHAOS SPACE MARINE CHAMPION (1) $11.00
CIT703059 CHAOS SPACE MARINE WITH PLASMA GUN (1) $9.00
CIT703069 CHAOS SPACE MARINES (3) $14.50
CIT998049 ABADDON THE DESPOILER (1) $22.50
CIT703074 CHAOS PLAGUE MARINES (3) $14.50
CIT703098 CHAOS PLAGUE MARINE W/SPECIAL WEAPON (1) $9.00
CIT703089 FABIUS BILE (1) $16.00
CIT703104 CHAOS PLAGUE MARINE CHAMPION (1) $9.00
CIT703111 CHAOS SPACE MARINE TERMINATOR (1) $11.50
CIT998517 CHAOS TERMINATOR WITH REAPER AUTOCANNON $13.50
CIT703135 CHAOS TERMINATOR WITH HEAVY FLAMER (1) $11.50
CIT998463 CHAOS TERMINATOR CHAMPION $13.50
CIT703149 CHAOS SPACE MARINE WITH HEAVY BOLTER (1) $9.00
CIT998494 CHAOS SPACE MARINE WITH HEAVY WEAPON (1) $11.00
CIT998487 CHAOS SPACE MARINE SORCERER (1) $13.50
CIT703189 KHARN THE BETRAYER (1) $14.50
CIT703203 AHRIMAN CHAOS SPACE MARINE SORCERER (1) $14.50
CIT703265 CHAOS SPACE MARINE VETERANS (1) $14.50
CIT703210 CHAOS SPACE MARINE TRANSFERS $11.00
CIT998432 CHAOS KHORNE BERSERKER CHAMPIONS (1) $11.00
CIT703234 CHAOS MARINE KHORNE ICON (1) $9.00
CIT730239 CHAOS NURGLINGS (9) $9.00
CIT703258 CHAOS PLAGUE MARINE ICON (1) $9.00
CIT703265 CHAOS SPACE MARINE VETERANS (2) $14.50
CIT998395 NOISE MARINE WITH SONIC BLASTER (1) $11.00
CIT703296 NOISE MARINE WITH BLASTER (1) $9.00
CIT998371 NOISE MARINE WITH DOOM SIREN (1) $11.00
CIT703319 CHAOS MARINE WITH KHORNE ICON (1) $9.00
CIT990832 CHAOS MARINE WITH HEAVY BOLTER (1) $11.00
CIT136303 CHAOS TRANSFERS NEW $11.00

SPACE ORK BOXED SETS
CIT0431 ORK DREADNOUGHT (1) $57.00
CIT0436 ORK STORMBOYZ (5) $43.50
CIT0801 ORK WARBIKE (1) $16.00
CIT0741 SPACE ORK WARRIORS (6) $16.00
CIT0778 GRETCHIN (16) $16.00
CIT0735 ORK WAR BUGGY (1) $30.00
CIT977567 ORK SCORCHER (1) $36.00
CIT984220 ORK WAR TRUKK WITH TWO CREW $31.50
CIT984282 ORK WARTRAK WITH TWO CREW $31.50
CIT976584 ORK FORTRESS $36.00

SPACE ORKS
CIT705597 SPACE ORK GRETCHIN (4) $14.50
CIT706181 ORK MAD BOYZ (3) $14.50
CIT706570 ORK WEIRD BOYZ (3) $14.50
CIT706693 SPACE ORK WARBOSS (1) $11.50
CIT706769 SPACE ORK DECALS $9.00
CIT706839 ORK FREEBOOTERZ (3) $14.50
CIT707039 SQUIG CATAPULT (1) $22.50
CIT708000 GOFF SKARBOYZ (3) $14.50
CIT708017 GOFF NOBZ (1) $9.00
CIT708024 SNAKE BITE ORK BOYZ (3) $14.50
CIT708055 SPACE ORK SPLATTER KANNON (1) $20.00
CIT708093 SPACE ORK STORM BOYZ (1) $9.00
CIT708116 SPACE ORK SMASHA GUN (1) $22.00
CIT708130 SPACE ORK KOMMANDOS (2) $11.00
CIT997241 WARLORD GHAZGHKULL TRAKA (1) $22.50
CIT998074 SPACE ORK WARPHEAD (2) $13.50
CIT998081 ORK DEATHSKULL LOOTERS (1) $11.00
CIT998098 SPACE ORK MEGA ARMOR (1) $13.50
CIT998135 ORK TRAKTOR CANNON $24.50
CIT998159 ORK PULSA ROKKIT $24.50
CIT998166 SPACE ORK KOMMANDOS (2) $12.50
CIT998173 ZODGROD WORTSNAGGA (1) $16.00
CIT998197 SNAKEBITE BOAR BOYZ NOBZ (1) $13.50
CIT998265 ORK SHOKK ATTACK GUN $24.50
CIT998296 SPACE ORK RUNT HERDZ (2) $11.00
CIT998302 SPACE ORK PAIN BOYZ $11.00
CIT998319 SPACE ORK MEKBOYZ (2) $13.50
CIT998326 SPACE ORK BOYZ (2) $13.50
CIT998340 ORK HEAVY WEAPON BOYZ (1) $11.00

DARK ELDAR BOXED SETS
CITWAR DARK ELDAR WARRIORS (16) $31.50

ELDAR BOXED SETS
CIT999729 ELDAR AVATAR (1) $36.00
CIT999729 ELDAR WAR WALKER (1) $49.00
CIT999705 ELDAR DREADNOUGHT (1) $50.00
CIT991204 ELDAR SHRIEKER JETBIKE (1) $21.00
CIT0786 ELDAR JETBIKES (1) $16.00
CIT006625 ELDAR VYPER JETBIKE (1) $36.00
CIT979707 ELDAR FALCON GRAV TANK PLASTIC KIT $52.00
CIT978342 ELDAR FIRE PRISM GRAV TANK PLASTIC KIT $63.00

ELDAR
CIT006168 ELDAR RUNES/TRANSFERS $11.00
CIT104016 ELDAR DARK REAPER ASPECT WARRIOR (1) $11.00
CIT104021 FIRE DRAGON EXARCH (1) $11.00
CIT715039 ASURMAN (1) $14.50
CIT998012 MAUGAN RA (1) $16.00
CIT715053 JAIN ZAR STORM OF SILENCE (1) $14.50
CIT715060 BAHARROTH CRY OF THE WIND (1) $14.50
CIT715169 ELDAR DEATH JESTER (1) $13.00
CIT997923 ELDAR FIRE DRAGONS (3) $13.50
CIT997893 WARP SPIDER EXARCH (1) $11.00
CIT715732 HOWLING BANSHEE EXARCH (1) $9.00
CIT715749 STRIKING SCORPION EXARCH (1) $9.00
CIT997824 ELDAR GUARDIANS (3) $13.50
CIT983773 ELDAR GUARIANS WITH SHURIKEN CATAPULT (3) $13.50
CIT716005 ELDAR WARLOCKS (1) $9.00
CIT987238 ELDAR VYPER JETBIKE XL T-SHIRT $34.00
CIT997794 ELDAR FIRE WARRIOR (1) $11.00
CIT997831 DARK REAPER EXARCH (1) $11.00
CIT997855 DIRE AVENGER EXARCH (1) $11.00
CIT997862 SWOOPING HAWK EXARCH (1) $11.00
CIT997916 ELDAR SCOUTS (3) $13.50
CIT997930 ELDAR DIRE AVENGERS (3) $13.50
CIT997947 ELDAR SWOOPING HAWKS (3) $13.50
CIT997954 ELDAR STRIKING SCORPIONS (3) $13.50
CIT997961 ELDAR HOWLING BANSHEES (3) $13.50
CIT997978 ELDAR HARLEQUINS (3) $13.50
CIT997985 ELDAR WRAITHGUARD (1) $12.50
CIT998036 FUEGAN THE BURNING LANCE (1) $16.00
CIT998043 KARANDROS (1) $16.00
CIT998050 ELDRAD ULTHRAN: FARSEER (1) $16.00

IMPERIAL GUARD BOXED SETS
CIT0437 CATACHAN JUNGLE FIGHTERS (10) $40.00
CIT0440 ROUGHRIDERS OF ATILLA (4) $29.00
CIT0443 CADIAN SHOCK TROOPS (10) $40.00
CIT0444 ICE WARRIORS OF VALHALLA (10) $40.00
CIT0445 MORDIAN IRON GUARD (10) $40.00
CIT0446 ATTILAN DESERT RAIDERS (10) $40.00
CIT983254 IMPERIAL GUARD COMMAND TOWER $36.00
CIT102726 STORM TROOPERS (6 plastic) $16.00
CIT976652 IMPERIAL GUARD SENTINEL $31.50
CIT979172 IMPERIAL GUARD PRAETORIAN XXIV Limited Edition $198.00
Includes 1 Captain, 1 Commissar, 1 Standard Bearer, 1 Bugler, 3 Special Weapon Guardsmen, 2 Sergeants, 5 Heavy Weapons Teams, 13 Guardsmen and booklet.

IMPERIAL GUARD
CIT724017 ADEPTUS ARBITES CAPTAIN (2) $15.00
CIT724024 ADEPTUS ARBITES WITH SHOTGUN (2) $13.00
CIT724031 ADEPTUS ARBITES WITH BOLTER (2) $13.00
CIT722037 ATTILAN LIEUTENANT (1) $9.00
CIT722044 ATTILAN ROUGHRIDER STANDARD (1) $10.00
CIT983087 CADIAN LASCANNON $16.00
CIT722020 CADIAN LIEUTENANT (1) $9.00
CIT983070 CADIAN MORTAR (1) $16.00
CIT997725 CADIAN SHOCK TROOPS (3) $13.50
CIT997756 CADIAN SHOCK TROOPS LIEUTENANT $11.00
CIT990573 CADIAN SPECIAL WEAPON (2) $11.50
CIT997527 CADIAN WITH MISSILE LAUNCHER (1) $16.00
CIT997534 CADIAN WITH AUTOCANNON (1) $16.00
CIT997541 CADIAN WITH HEAVY BOLTER (1) $16.00
CIT983094 CATACHAN AUTOCANNON (1) $16.00
CIT997619 CATACHAN CAPTAIN (1) $13.50
CIT722349 CATACHAN JUNGLE FIGHTER CAPTAIN (1) $11.50
CIT991792 CATACHAN JUNGLE FIGHTERS (3) $13.50
CIT997763 CATACHAN LIEUTENANT (1) $11.00
CIT105021 CATACHAN MISSILE LAUNCHER (1) $16.00
CIT983100 CATACHAN MORTAR $16.00
CIT991716 CATACHAN SPECIAL WEAPONS (1) $12.00
CIT722129 DESERT RAIDERS LIEUTENANT (1) $9.00
CIT722099 MORDIAN IRON GUARD (3) $14.50
CIT983032 MORDIAN IRON GUARD AUTOCANNON $16.00
CIT997695 MORDIAN IRON GUARD LIEUTENANT (1) $11.00
CIT997466 MORDIAN IRON GUARD MORTAR $16.00
CIT997473 MORDIAN IRON GUARD HEAVY BOLTER $16.00
CIT997480 MORDIAN IRON GUARD LASCANNON $16.00
CIT983049 MORDIAN IRON GUARD MISSILE LAUNCHER $16.00
CIT984374 STORM TROOPER SERGEANT & SPECIAL WPN (1) $16.00
CIT722489 STORM TROOPER HEAVY WEAPON & CREW (1) $14.50
CIT997428 STORMTROOPER WITH AUTOCANNON $16.00
CIT997435 STORMTROOPER WITH HEAVY BOLTER $16.00
CIT991785 TALLARN DESERT RAIDERS (3) $13.50
CIT983026 TALLARN LASCANNON $16.00
CIT997442 TALLARN MISSLE LAUNCHER $16.00
CIT997459 TALLARN AUTOCANNON $16.00
CIT975570 TALLARN HEAVY BOLTLER $16.00
CIT983018 TALLARN MORTAR $16.00
CIT983063 VALHALLAN AUTOCANNON $16.00
CIT722327 VALHALLAN CAPTAIN CHENKOV (1) $14.50
CIT991808 VALHALLAN ICE WARRIORS (3) $13.50
CIT997503 VALHALLAN HEAVY BOLTER (1) $16.00
CIT997497 VALHALLAN LASCANNON $16.00
CIT105039 VALHALLAN LIEUTENANT $9.00
CIT983056 VALHALLAN MISSILE LAUNCHER $16.00
CIT997510 VALHALLAN MORTAR $16.00
CIT990566 VALHALLAN SPECIAL WEAPONS (2) $11.00
CIT991693 VALHALLAN SPECIAL WEAPON & COMLINK $11.00
CIT997701 VALHALLAN SERGEANT (1) $9.00
CIT722339 CAPTAIN AL'RAHEM (1) $14.50
CIT722429 PRIMARIS PSYKER (1) $9.00
CIT722439 IMPERIAL GUARD COMMISSAR (1) $9.00
CIT722459 COMM-LINK OPERATOR & SP WEAPON (2) $14.50
CIT724109 IMPERIAL FORCES PSYKER (1) $9.00
CIT724215 ROUGHRIDER (1) $9.00
CIT997350 IMPERIAL OGRYNS (1) $22.50
CIT997671 RATLING SNIPERS (5) $18.00
CIT997787 COMMISSAR YARRICK (1) $14.50
CITARMT IMPERIAL GUARD ARMOR TRANSFERS $11.00
CIT722167 IMPERIAL GUARD DECALS $11.00

IMPERIAL AGENTS - ASSASSINS
CIT997336 VINDICARE ASSASSIN (1) $16.00
CIT997312 EVERSOR ASSASSIN (1) $16.00
CIT997329 CALLIDUS ASSASSIN (1) $16.00
CIT979325 CULEXUS ASSASSIN (1) $16.00

TYRANID BOXED SETS
CIT999679 CARNIFEX (1) $54.00
CIT999682 TYRANID HIVE TYRANT (1) $54.00
CIT999675 TYRANID LICTOR (1) $36.00
CIT0675 TYRANID TERMAGEANTS (6) $16.00
CIT0775 TYRANID WARRIORS (3) $30.00
CIT0676 PURESTRAIN GENESTEALERS (6) $15.00

TYRANIDS
CIT726691 TERMAGEANTS WITH FLESHBORER (3) $14.50
CIT726707 TERMAGEANTS WITH SPIKE RIFLE (3) $14.50
CIT997282 GARGOYLES (1) $11.00
CIT726721 TERMAGEANT WITH WEB STRANGLER (3) $14.50
CIT726738 BIOVORE (1) $18.00
CIT997251 HORMAGAUNTS (2) $13.50
CIT726752 TYRANID WITH SPINEFIST (1) $18.00
CIT726769 TYRANID WITH DEVOURER (1) $18.00
CIT726776 TYRANID WITH LASH WHIP (1) $18.00
CIT997213 TYRANID WITH VENOM CANNON (1) $22.50
CIT726790 TYRANID WITH BARBED STRANGLER (1) $18.00
CIT993260 TYRANID RIPPER SWARM $16.00
CIT997183 TYRANID ZOANTHROPE (1) $22.50

Paint & Accessories

DICE

KOP **Mini Pearlised Dice Set (7)** Very cute mini pearlised dice, about half the size of our normal dice. Each Tube contains D4, D6, D8, D10, D12, D20 and D00s. The colors are Charcoal, Emerald, Grey, Navy, Purple or Red. *(If you buy one of each color, $30.00)* **$6.00**

❖ **Poly Dice** Plain, one color opaque dice: D4, D6, D8, D10, D12 & D20 sided configurations - in several colors. (black, red, blue, yellow, green, orange). You may state a preference, but we will supply at random if color not available. **$0.70**

❖ **Gem Dice** Transparent, one color dice: D4, D6, D8, D10, D12, D20 - in several colors. You may state a preference, but we will supply at random if color not available. **$1.00**

❖ **Sparkle Dice** Clear gem dice with some coloured sprinkles inside. D4, D6, D8, D10, D12, D20 - available in several colors. You may state a preference, but we will supply at random if color not available. **$1.25**

❖ **Pearl Dice** Opaque dice with a marbelized finish. D4, D6, D8, D10, D12, D20 - available in several colors. You may state a preference, but we will supply at random if color not available. **$1.25**

KOP **Glow In The Dark 7 Dice Set** For those who love night missions and want to add a little atmosphere by playing in the real dark. A glow in the dark D4, D6, D8, D10, D12, & D20. **$12.95**

❖ **Star Dice 25mm 6 sided** Big 25mm 6 sided dice with stars instead of dots or numbers. Colors are red, black, and white dice. **$3.00**

❖ **30 Sided Opaque Dice** 30 sided opaque dice, in assorted colors. **$5.00**

❖ **100 Sided Dice** The perfect percentile dice, this dice has 100 faces - though you'll have to wait half an hour for it to stop rolling. **$13.00**

❖ **Dragon 6 Sided Dice** 6 sided dice with a dragon instead of a '1'. **$2.00**

❖ **Skull 6 Sided Dice** 6 sided dice with a skull instead of a '1'. **$2.00**

❖ **Skunk 6 Sided Dice** 6 sided dice with a loveable skunk. **$2.00**

❖ **Unicorn 6 Sided Dice** 6 sided dice with a unicorn instead of a '1'. **$2.00**

❖ **Opaque Round Dice 6 Sided** What? How can you have a round dice? Well, each dice is perfectly round, and has spots from 1 to 6. And inside the dice is a small metal ball that falls into slots beneath the numbers. So although the dice rolls for a while, it always comes up with one number. Cute! In several colors. **$2.75**

❖ **Neon Round Dice 6 Sided** Another round dice the same as above, except this one also glows in the dark. **$2.75**

Elemental Dice These are stunning speckled dice that represent each of the four elements. The four types are *Air Elementals, Sea Elementals, Fire Elementals, Earth Elementals.* Each set contains 7 dice, a D4, D6, D8, D10, D12, D20 and DTens10s (10 sides showing 10, 20, 30 etc.) **$11.00 each**

Speckled Dice These are stunning speckled dice like the *Elemental Dice.* The colors available are: Strawberry, Lemon, Mint, Tangerine, Cinnamon, Icing, Chocolate, Candy Corn, Valentines, Space, Granite, Sand, Volcanic, Sea, Sea Foam, Barracuda, Hurricane, Coral Reef, Forest, *Pluto, Venus, Mercury, Terra, Uranus, Mars.* All have 7 dice, a D4, D6, D8, D10, D12, D20, DTens10s. **$11.00 each**

ARMDIE-100 **BattleTech Dice (6)** This includes six stunning pearlised dice, six different colors, each with a BattleTech House to Clan design instead of the number six. $9.00 The dice are also available individually for $1.80 each. They are House Kurita, House Steiner, House Liao, Clan Ghost Bear, Wolf's Dragoons, and Wolfnet.

ARMDIE-110 **BattleTech Dice (6)** This includes six stunning pearlised dice, six different colors, each with a BattleTech House to Clan design instead of the number six. $9.00 The dice are also available individually for $1.80 each. The dice are House Marik, Clan Wolf, Clan Jade Falcon, F-C, Ghost Bears, Steel Viper.

KOP **Small Dice Bag** A cloth dice bag 4" by 5" in size. Several colors. **$4.00**

KOP **Large Dice Bag** A cloth dice bag 6" x 9" in size. Several colors. **$8.00**

Wargames Accessories

ARM **Hex Pad**
Pad of 50 pages, each with half inch hexes on one side & quater inch hexes on the other. **$3.00**

ARM **Blank Counter Sheets**
Has 780 ½" counters, being Red, White or Blue (1 sheet of each) with white backs. **$12.00**

Miniatures Accessories

FJS31-560 **Sawframe with Fine Blade**
A top quality sawframe witha fine blade, perfect for making fine cuts on metal or plastic miniatures. Sawframe is 130 x 80mm in size. **$16.00**

ARM0090/12 **Metal Needle Files Set (12)**
A magnificent set of twelve different miniature files for using on miniatures. Each handle is scored to enable a strong grip, and the files include a flat rectangular file, flat pointed file, 2 different round files, triangular file, square file, round files, etc. Fantastic value. **$29.95**

ARM17018BL **Grip Art Knife with Black Handle**
A heavy duty modelling knife with a long black rubbery handle to aid your grip.

This is top quality. $6.00

ARMP-319 **Dual Helping Hand with Magnifier**
A great aid to painting miniatures. This is an extra pair of hands. It includes a sturdy, weighted base with two adjustable grips for holding any miniature or part, and an adjustable magnifying glass 65mm in diameter, so that you can paint those tiny details without going blind, while the grips hold the figure motionless. No more shaky hands. $31.95

WEL **Magtags - Adhesive Magnets (100 x 4cm x 2cm)**
Having trouble trying to carry your miniatures around without them bouncing around? Well, here's the best answer possible. Each sheet of MagTags has 100 sticky, flat magnets, which you can peel off and stick underneath your miniatures, whether an element of figures used in DMB and the like, or a single fantasy or sci-fi figure. If the 4cm x 2cm size is not what you need, it cuts easily with a Stanley knife or even a razor blade. Then buy yourself a metal tool box and just place the figures mounted on MagTags in the box, and they stick! (Note, large, heavy figures like metal mechs or monsters which have a small base diameter would not suit this method.) A figure like a Citadel mounted figure may require one and a half magnets. $8.00

JED **Thick Figure-Basing Cardboard** We have perfect cardboard for basing your figures on, especially for DBM and non-Citadel figures that do not come with a base. The cardboard is 2mm thick, with a textured black surface on one side, which is perfect if you need to put some form of modelling clay down before you stick on the figures. The cardboard is two feet wide and almost two feet long. (Actually, the cardboard is old Russian Campaign mapboards!) $3.50

MILLIPUT

We now have a new source of Milliput - which means that each stick is fresh and soft. Milliput is a versatile putty which adheres to and will seal or bond metals, wood, plastic, glass, brick or cement; it can be sculpted and when it goes rock hard in two to three hours, it can be turned, sawn, drilled, tapped, filed, sandpapered, or painted; it can be used for mould making and can be cast.

Milliput Standard $9.00
Milliput Super Fine $14.50

FIGURE CASES

GMHHP003 Huge Figure Case $120.00
The best figure case we have ever seen, with five layers of foam 25mm high, with each layer having the ability to be turned upside down upon another layer, so that you get 50mm high compartments – so things like Hormagaunts actually fit! Each layer has 48 compartments – that's 240 compartments!

CHX2850 80 Compartments (2 Pre-cut foam inserts) $45.00
Suitable for 25mm humanoid figures.

CHX2851 56 Compartments (2 Pre-cut foam inserts) $45.00
Can carry 28 mechs, or 56 larger 25mm figures.

CHX2852 40 Compartments (1 Pre-Cut foam insert) $45.00
Various compartment sizes, for large figures.

CITADEL ACCESSORIES

CIT839155	LIQUID POLY CEMENT	$6.00
CIT0094	GRASS GREEN MODELLING FLOCK	$7.00
CIT000951	MODELLING SAND. Fine sand a light buff color - good stuff	$7.00
CIT0095	MODELLING GRAVEL. Course ocre/brown color pebbles. Great for small rocks.	$6.00
CIT987542	METAL CLIPPERS. Sharp, powerful clippers, perfect for white metal figs.	$12.00
CIT987535	CITADEL FINE FILES (2)	$9.00
CIT999003	PIN VICE AND DRILLS	$14.50
CIT420350	TAPE MEASURE	$12.50
CIT420360	MODELLING KNIFE	$9.00
CIT6993306	FLOCKED HILLS (2) Small & Middle sized	$20.00
CIT988624	UNFLOCKED HILLS (4) Kidney Shaped	$20.00
CIT990917	CITADEL FIGURE CASE DOUBLED SIDED	$54.00

CITADEL PLASTIC BASES

CIT991112	20MM SMALL FANTASY BASES	$5.50
CIT991167	25MM LARGE FANTASY BASES	$5.50
CIT991143	40MM MONSTER BASES	$5.50
CIT142487	50MM NEW FANTASY MONSTER BASES (4)	$4.75
CIT991150	CAVALRY BASES	$5.50
CIT991136	FLYING BASES	$4.50
CIT841974	EPIC BASES	$4.75
CIT991129	WARHAMMER 40K ROUND BASES	$4.50

CITADEL DICE

CIT977635	SUSTAINED FIRE DICE	$5.40
CIT137299	WARHAMMER BATTLE DICE	$5.40
CIT991051	WARHAMMER ARTILLERY DICE	$5.40

CITADEL PAINTING GUIDES
GAM985753 Collecting & Painting Wargames Armies
56 page full color book by Games Workshop on collecting Warhammer Fantasy or Warhammer 40,000 armies, including a section on how to paint and base them. **$31.50**

CITADEL PAINT

PAINTS

CIT977628	WARHAMMER 40,000 PAINT SET	$31.50
CIT977727	WARHAMMER FANTASY PAINT SET	$31.50
CIT978359	BESTIAL BROWN PRIMER	$9.00
CIT978366	BUBONIC BROWN PRIMER	$9.00
CIT985807	BOLTGUN METAL PRIMER	$11.50
CIT985791	SCAB RED	$3.15
CIT47293	RED GORE	$3.15
CIT47294	BLOOD RED	$3.15
CIT47295	BLAZING ORANGE	$3.15
CIT47296	FIERY ORANGE	$3.15
CIT47297	GOLDEN YELLOW	$3.15
CIT47298	SUNBURST YELLOW	$3.15
CIT47299	BADMOON YELLOW	$3.15
CIT47300	SCORCHED BROWN	$3.15
CIT47301	BESTIAL BROWN	$3.15
CIT47302	SNAKEBITE LEATHER	$3.15
CIT47303	BUBONIC BROWN	$3.15
CIT47304	VOMIT BROWN	$3.15
CIT47305	BLEACHED BONE	$3.15
CIT47306	DARK FLESH	$3.15
CIT47307	VERMIN FUR	$3.15
CIT47308	LEPROUS BROWN	$3.15
CIT47309	DWARF FLESH	$3.15
CIT47310	BRONZED FLESH	$3.15
CIT47311	ELF FLESH	$3.15
CIT47312	PALLID FLESH	$3.15
CIT47313	NAUSEATING BLUE	$3.15
CIT47314	IMPERIAL PURPLE	$3.15
CIT47315	LICHE PURPLE	$3.15
CIT47316	WARLOCK PURPLE	$3.15
CIT47317	TENTACLE PINK	$3.15
CIT47318	MIDNIGHT BLUE	$3.15
CIT47319	STORM BLUE	$3.15
CIT47320	REGAL BLUE	$3.15
CIT47321	ULTRAMARINES BLUE	$3.15
CIT47322	ENCHANTED BLUE	$3.15
CIT47323	LIGHTNING BLUE	$3.15
CIT47324	ICE BLUE	$3.15
CIT47325	HAWK TURQUOISE	$3.15
CIT47326	DARK ANGELS GREEN	$3.15
CIT47327	SNOT GREEN	$3.15
CIT47328	SCORPION GREEN	$3.15
CIT47329	BILLIOUS GREEN	$3.15
CIT47330	GOBLIN GREEN	$3.15
CIT47331	ROTTING FLESH	$3.15
CIT47332	CAMO GREEN	$3.15
CIT47333	SCALY GREEN	$3.15
CIT47334	JADE GREEN	$3.15
CIT47335	VILE GREEN	$3.15
CIT47336	SHADOW GREY	$3.15
CIT47337	SPACE WOLVES GREY	$3.15
CIT47338	GHOSTLY GREY	$3.15
CIT47339	CHAOS BLACK	$3.15
CIT47340	CODEX GREY	$3.15
CIT47341	FORTRESS GREY	$3.15
CIT47342	SKULL WHITE	$3.15
CIT47366	SMELLY PRIMER	$3.15

METALLICS

CIT47343	MITHRIL SILVER	$4.50
CIT47344	CHAINMAIL	$4.50
CIT47345	BOLTGUN METAL	$4.50
CIT47346	TIN BITZ	$4.50
CIT47347	BEATEN COPPER	$4.50
CIT47348	DWARF BRONZE	$4.50
CIT47349	BRAZEN BRASS	$4.50
CIT47350	BURNISHED GOLD	$4.50
CIT47351	SHINING GOLD	$4.50

WASHES AND GLAZES

CIT47352	RED INK	$3.15
CIT47353	MAGENTA INK	$3.15
CIT47354	ORANGE INK	$3.15
CIT47355	YELLOW INK	$3.15
CIT47356	BROWN INK	$3.15
CIT47357	CHESTNUT INK	$3.15
CIT47358	PURPLE INK	$3.15
CIT47359	BLUE INK	$3.15
CIT47360	SKY BLUE INK	$3.15
CIT47361	GREEN INK	$3.15
CIT47362	DARK GREEN INK	$3.15
CIT47363	BLACK INK	$3.15
CIT47364	FLESH WASH	$3.15
CIT47365	VARNISH	$3.15

CITADEL PAINT BRUSHES

CIT838806	FINE DETAIL BRUSH	$6.75
CIT83881	SMALL DRYBRUSH	$7.50
CIT83882	STANDARD BRUSH	$6.00
CIT83883	DETAIL BRUSH	$6.00
CIT83885	LARGE DRYBRUSH	$7.50
CIT83886	BASECOAT BRUSH	$6.00
CIT83887	PAINT BRUSH SET	$17.00
CIT83888	LARGE BRUSH	$7.50

CITADEL SPRAY PAINTS

CIT0066	SHADOW GREY SPRAY	$10.00
CIT0067	BLOOD ANGELS RED	$10.00
CIT0068	DARK ANGEL GREEN SPRAY	$10.00
CIT0069	ULTRAMARINE BLUE SPRAY	$10.00
CIT0090	BLACK PRIMER SPRAY	$15.50
CIT0091	WHITE PRIMER SPRAY	$15.50
CIT0093	CLEAR VARNISH SPRAY	$15.50

Ral Partha

PAINT SETS

RAL77730 PARTHA FANTASY PAINTS $25.00
Silver, gold, black, white, blue, green, red, yellow, brush & figure.

RAL77740 AUTUMN COLOURS $18.00
Autumn gold,khaki,brown,woodbrown,pine green,armor grey.

RAL77741 SUMMER COLOURS $18.00
Flaxen yellow,adobe & dunkel brown,evergreen,armor grey, olive.

RAL77750 CHAOS WAR COLOURS $18.00
Mold,slate,burgundy,metallic blue, green & red.

RAL77790 SILKS AND SATINS AD&D $16.00
Royal blue, lavindar, blue, royal red, white, green.

RAL77791 NATURAL COLORS AD&D $16.00
Werefur brown,yellow,pink,elemental orange,moss green,blue.

ACCESSORIES

RAL77726	SPRAY CLEAR MATTE SEALER	$9.00
RAL77727	DRAGONSCALE METALLIC CREMES	$19.50
RAL77728	BRUSH KIT	$15.00
RAL77729	SPONGE APPLICATOR BRUSHES	$2.50
RAL77733	CLEAR HANDLED PAINT BRUSH KIT. 6 different plastic & metal brushes with sable hair and screw-off caps.	$29.95
RAL77734	BLACK HANDLED PAINT BRUSH KIT. 6 different plastic & metal brushes with sable hair and screw-off caps.	$29.95

INDIVIDUAL POTS 25ml

RAL77701	GOLD METALLIC	$3.00
RAL77702	SILVER METALLIC	$3.00
RAL77703	BRONZE METALLIC	$3.00
RAL77704	STEEL	$3.00
RAL77705	FLESH	$3.00
RAL77706	WHITE	$3.00
RAL77707	GREY	$3.00
RAL77708	BLACK	$3.00
RAL77709	SHAMROCK GREEN	$3.00
RAL77710	FOREST GREEN	$3.00
RAL77711	DUN	$3.00
RAL77712	LEATHER	$3.00
RAL77713	RED BROWN	$3.00
RAL77714	DARK BROWN	$3.00
RAL77715	IVORY	$3.00
RAL77716	YELLOW	$3.00
RAL77717	ORANGE	$3.00
RAL77718	RED	$3.00
RAL77719	SKY BLUE	$3.00
RAL77720	TRUE BLUE	$3.00
RAL77721	DARK BLUE	$3.00
RAL77722	COPPER METALLIC	$3.00
RAL77723	PURPLE	$3.00
RAL77731	KHAKI	$3.00
RAL77901	AGED METAL AD&D	$3.00
RAL77902	FROST GIANT WHITE AD&D PAINT	$3.00
RAL77903	BONE WHITE	$3.00
RAL77904	MIST GLOW WHITE	$3.00
RAL77905	STONE	$3.00
RAL77906	NIGHTMARE BLACK	$3.00
RAL77907	DROW FLESH	$3.00
RAL77908	MINOTAUR FUR	$3.00
RAL77909	HELLHOUND BROWN	$3.00
RAL77910	DAMSEL FLESH	$3.00
RAL77911	WARRIOR FLESH	$3.00
RAL77912	CLERIC BROWN	$3.00
RAL77913	GUTS PINK	$3.00
RAL77914	FIREKIN RED	$3.00
RAL77915	DRAGON SCALE RED	$3.00
RAL77916	DRAGON TONGUE PURPLE	$3.00
RAL77917	MIND FLAYER MAUVE	$3.00
RAL77918	ASTRAL BLUE	$3.00
RAL77919	DRAGON SCALE BLUE	$3.00
RAL77920	PALADIN BLUE	$3.00
RAL77921	LANTERN LIGHT YELLOW	$3.00
RAL77922	TROLL FLESH GREEN	$3.00
RAL77923	ELVEN GREEN	$3.00
RAL77924	SLIME	$3.00

The All New Ral Partha Paint Range

RAL77801	MEDIUM GREY	$3.00
RAL77802	DARK GREY	$3.00
RAL77803	SLATE	$3.00
RAL77804	OLIVE	$3.00
RAL77805	TAN	$3.00
RAL77806	CAUCASIAN SKIN TONE	$3.00
RAL77807	SUNTAN SKIN TONE	$3.00
RAL77808	AMERICAN INDIAN SKIN TONE	$3.00
RAL77809	ASIAN SKIN TONE	$3.00
RAL77810	EAST INDIAN SKIN TONE	$3.00
RAL77811	AFRICAN SKIN TONE	$3.00
RAL77812	DUNKEL BROWN	$3.00
RAL77813	PINK	$3.00
RAL77814	BLOOD RED	$3.00
RAL77815	VIOLET	$3.00
RAL77816	PLUM	$3.00
RAL77817	LIGHT BLUE	$3.00
RAL77818	FLOURESCENT BLUE	$5.00
RAL77819	FLOURESCENT GREEN	$5.00
RAL77820	FLOURESCENT YELLOW	$5.00
RAL77821	FLOURESCENT RED	$5.00
RAL77822	FLOURESCENT MAGENTA	$5.00
RAL77823	CLEAR BRUSH ON SEALER	$3.00
RAL77824	BLACK BRUSH ON PRIMER	$3.00

Paint Brushes

We've managed to pick up a great range of cheap, beautiful paint brushes, by Francheville. There are two types, pure sable, and the others are high quality white taklon that wash and keep very well. All brushes are a dream to use. I thoroughly recommend getting one of each size, as this will ensure you have a brush for every model job required.

Taklon Paint Brushes

FRA200/10/0	SIZE 10/0 TAKLON PAINT BRUSH	$2.50
FRA200/5/0	SIZE 5/0 TAKLON PAINT BRUSH	$2.50
FRA200/3/0	SIZE 3/0 TAKLON PAINT BRUSH	$2.60
FRA200/2/0	SIZE 2/0 TAKLON PAINT BRUSH	$2.60
FRA200/0	SIZE 0 TAKLON PAINT BRUSH	$2.60
FRA200/001	SIZE 1 TAKLON PAINT BRUSH	$2.75
FRA200/002	SIZE 2 TAKLON PAINT BRUSH	$2.75
FRA200/003	SIZE 3 TAKLON PAINT BRUSH	$3.25
FRA200/004	SIZE 4 TAKLON PAINT BRUSH	$3.60
FRA200/005	SIZE 5 TAKLON PAINT BRUSH	$3.95
FRA200/006	SIZE 6 TAKLON PAINT BRUSH	$4.25
FRA200/008	SIZE 8 TAKLON PAINT BRUSH	$5.95
FRA200/010	SIZE 10 TAKLON PAINT BRUSH	$6.75
FRA200/012	SIZE 12 TAKLON PAINT BRUSH	$7.95

Sable Paint Brushes

FRA424/20/0	SIZE 20/0 SABLE BRUSH	$3.25
FRA424/10/0	SIZE 10/0 SABLE PAINT BRUSH	$3.50
FRA424/3/0	SIZE 3/0 SABLE PAINT BRUSH	$3.50
FRA424/2/0	SIZE 2/0 SABLE PAINT BRUSH	$3.60
FRA424/0	SIZE 0 SABLE PAINT BRUSH	$3.75
FRA424/001	SIZE 1 SABLE PAINT BRUSH	$3.95
FRA424/002	SIZE 2 SABLE PAINT BRUSH	$4.50
FRA424/003	SIZE 3 SABLE PAINT BRUSH	$5.50
FRA424/004	SIZE 4 SABLE PAINT BRUSH	$7.50
FRA424/005	SIZE 5 SABLE PAINT BRUSH	$9.00
FRA424/006	SIZE 6 SABLE PAINT BRUSH	$11.00
FRA424/007	SIZE 7 SABLE PAINT BRUSH	$17.95
FRA424/008	SIZE 8 SABLE PAINT BRUSH	$23.95

Black Wash

One of my secrets to a great paint job. I use Ral Partha acrylic paints to give a basic paint job to all of my 15mm ancient, medieval and even 25mm Warhammer 40,000 figures - without using any shading. Leave the figures at least 6 hours to dry. Then I mix about 1 part Revell Matt Black Enamel to about 20 to 25 parts Revell Matt Varnish Enamel, and then paint the figures thickly with this black wash. The black washes into all the creases and lines to give a beautiful job that looks like I've spent hours painting the figures. For 15mm figures, this black wash completes them. For Warhammer 40,000 figures I then highlight all raised surfaces with lighter colors than I used with the basic paint job.

REVELL2	MATT VARNISH ENAMEL 14ml	$1.95
REVELL8	MATT BLACK ENAMEL 14ml	$1.95

Super Glue

CIT83910	Citadel Super Glue 5 gram	$9.50
	FLASH Cyanoacrylate Medium Grade Super Glue 14 gram	**$6.00**
	FLASH Cyanoacrylate Medium Grade Super Glue 29 gram	**$9.00**

New Product Fax Outs

If you have a fax machine, how would you like us to fax to you each week, all of the new products that have arrived that week. New TSR, Games Workshop, Ral Partha, FASA, computer games - etc!

Please fax or write your name and fax number to:

Peter Stone
New Product Fax Outs
C/- Military Simulations
PO Box 164
Moorabbin Vic 3189
Fax 03 9553 3339

Please note: Games Workshop, Citadel, Armageddon, Blood Bowl, Chivalry, Dark Angels, Deathwing, Eldar, Eldar Attack, Tavy Metal, Eldar, Epic, Genestealer, Slottabase, Space Fleet, Space Marine, Tyranid, Slottabase, Talisman, Warhammer, White Dwarf are all registered trademarks of Games Workshop Ltd.
Adeptus Arbites, Aspect Warrior, Attila, Avatar, Bad Moon, Baneblade, Big Boss, Blooduxe, Bloodletter, Bloodthirster, Blood Angels, Cadian, Catachan, Codex, Carnifex, Chaos Spawn, Combat Cards, Daemonette, Dark Reaper, Deathskull, Deathwing, Dire Avenger, Dragon Ogre, Dungeonquest, Ere We Go, Evil Sunz, Exarch, Exo Armor, Eye of Terror, Farseer, Fire Dragon, Flesh Hound, Freebooterz, Gargant, Gobbo, Goff, Great Unclean One, Gretchin, Grey Knight, Howling Banshee, Hunter Slayer, Imperial Guard, Keeper of Secrets, Kerrunch, Khorne, Knights Panther, Lachemaster, Lightning Claw, Kombi Weapons, Lemun Russ, Lord of Change, Madboy, Man O' War, Mekboy, Marneus Calgar, Mekaniak, Mighty Warriors, Mordian, Necromunda, Night Goblin, Nurgle, Nurgling, Ogryn, Old World, Ork, Painboy, Plaguebearer, Plague Fleet, Psyker, Rafling, Ravenwing, Realm of Chaos, Rough Riders, Rumbard, Sanguinius, Sea of Blood, Servitor, Shadow Sword, Skaven, Slaanesh, Slann, Snakebite, Snotling, Space Wolves, Space Fleet, Space Hulk, Squat, Squig, Storm Hammer, Swooping Hawk, Striking Scorpion, Tallarn, Terminator, Thunder Hammer, Titans, Tzeentch, Ultramarines, Waaargh the Orks, Warpbead, Weirdboy, Knights of the White Wolf, Worldeater and White Dwarf are all trademarks of Games Workshop Ltd.